BACSA®
WEIGHT QUALITY

BLP3000

User's Manual

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1 INTRODUCTION

The labeller LP-3000 is an electronic equipment with a double functionality, since it is at the same time an industrial labeller with communication to computer and (depending to the options) a weight indicator.

1.1 MAIN CHARACTERISTICS

The labeller LP-3000 has three versions:

Labeller without console
Labeller with control console.
Labeller with console and weighing

There are two options regarding to the thermal head width: 3” and 4”, so the maximum labels size is 102x300mm.

There are two possible ways of printing: thermal and transfer.

The models range is the following:
Labellers without consol

MODEL	PRINTER	TRANSFER
LP-3300 E	3”	NO
LP-3300 ET	3”	YES
LP-3000 E	4”	NO
LP-3000 ET	4”	YES

Labellers with Console

MODEL	PRINTER	TRANSFER
LP-3300 I	3”	NO
LP-3300 IT	3”	YES
LP-3000 I	4”	NO
LP-3000 IT	4”	YES

Labellers with console and indicator (6000 divisions OIML, up to 120000 no OIML, mono-step or multi-step)

MODEL	PRINTER	TRANSFER
LP-3300 IV	3”	NO
LP-3300 IVT	3”	YES
LP-3000 IV	4”	NO
LP-3000 IVT	4”	YES

1.2 FUNCTIONAL CHARACTERISTICS

The LP-3000 labellers have the following characteristics:

- Construction: steel structure, with high resistance plastic ABS frontal cover. Stainless steel console.

- Labeller dimensions (width x height x depth): 297x307x410 mm, console: 272x293x42 mm.

- Backlight LCD graphic dot matrix display.

- Programming by menus system.

- 8000 articles in memory.

- 30 x 2 pre-sets.

- Complete information associated to each article:
  - Description (2 lines x 24 characters).
  - Label format.
  - Type of article: weight, fix price, fix weight,...
  - Price, tare, department, use by date,...
  - Configurable bar code:
- EAN-8, EAN-13, EAN-128, ITF-14, UPC.
  - 10 lines x 24 characters for free texts.
  - 1 line x 1.000 characters for ingredients (with searching function in data base of ingredients, editable by the user).

- Flash program memory,(updates from PC).

- RS-232/422 computer connection.

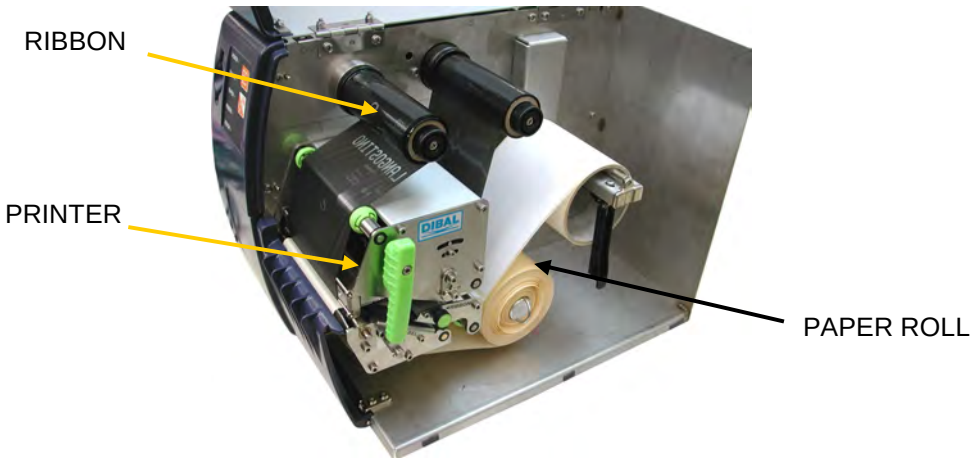
Optional: Ethernet 10BaseT or wireless communications (IEEE 802.11b or Bluetooth)

- Connection to platform, scanner, Dibal labeller and Dibal automatic weigh-price-labellers.

- Labelling functions
  - Design of labels in Dibal RMS windows program, with visual interface.
  - 3" or 4" printer, for labels up to 76 x 300 or 102 x 300 mm, respectively.
  - 50 label formats.
  - 35 fields per label format.
  - 50 headlines x 24 characters.
  - Logos (download from computer)
  - 3 dates: packing, use by and extra date.
  - Operator code and manufacturer code.
  - 3 levels of totals (e. g.: box / pallet / truck).
  - Cancellation of labels, deleting them from all total levels.
  - Label batches printing.

- Printing of label number, with programmable counter by the user (initial number and increasing or decreasing value).
- Orders labelling (up to 100), up to 100 articles per order. 2 working modes: labelling of an article for different orders or labelling of different articles for one order.
- Checkweigher: prints label only if the weight is between two preconfigured values.
- Generic traceability (any product: meat, fish,...).

1.2.1 Description



2 INSTALLATION

For the correct installation and operation of the LP-3000, keep the following points in mind:

1. Ensure the power line connected to the LP-3000 does not have fluctuations of 20% beyond the rated voltage.
2. The equipment must be connected to an electric installation protected by differential breaker and thermal-magnetic trips.
3. The socket must be fitted with an **earth connection**.
4. Peripheral devices connected to the equipment must not have a current consume more than 8 A or a power more than 100V A.
5. Make sure equipment like cold stores, slicers, etc. is not connected to the same power line.
6. The platform should be placed on a firm, even surface. (If there is a weighing platform)
7. There should be no object in contact with the platform.

3 CLEANING AND MAINTENANCE

The maintenance can be done only by accredited personal with the necessary technical knowledge.

Always keep the keypad and the dish clean. Use a dry cloth (and a suitable cleaning product) to clean the LP-3000, **never pour or spray water on the labellers**.

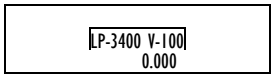
Do not move the printer of the labeller when it is switched on.

Do not use blades or sharp objects to clean the thermal heading, you must use cotton soaked in alcohol.

4 PROGRAMMING MENU

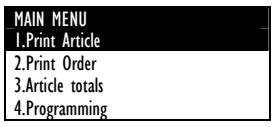
The labeller LP-3000 offer a menu-based programming system, i.e. there is a hierarchical coded structure of programming menus that provides fast and simple access to the different programmes and functions by using their corresponding codes.

MENU



Access to the main programming menu is gained by pressing the key **MENU** .

↓ ↑



After gaining access to the programming mode, the selected option will be shown in black. Change from one option to another by using ↓ to go down the menu and ↑ to go up.

OK

An option can also be selected by entering its code using the number keys, you can also access the required option by pressing the corresponding PLU key.

→ ←.

When the submenus can not be shown in one screen, it is possible to see the next screens by pressing the key → , to return to the initial screen it is necessary to press the key ←

To select an option it is necessary to press the key **OK** .

ESC.

It is also possible to select and option by keying its code with the numeric keyboard.

To exit programming, press **ESC**.

1- Print Article.

2- Print Order.

3- Article Totals.

4- Programming.
4.1- Articles.
4.2- Orders.
4.3- Label Formats.
4.4- Heading Lines.
4.4.1-Header 1
4.4.2-Header 2
……
……
4.4.14-Header 49
4.4.15-Header 50
4.5- Traceability.
4.5.1-Products
4.5.2-Table of texts
4.5.3-Control of types
4.5.4-Indexes
4.5.5-Scan load class
4.5.6-NRA weight exceeded
4.6- Prog Macros.
4.7- Prog. Clients.
4.8- Recipes.
4.9- Preservation.
4.10-Cuts.
4.11-Classification.
4.12 -Families

5.- Configuration.
5.1- Date and Time.
5.1.1-Date
5.1.1.1-Day
5.1.1.2-Month
5.1.1.3-Year
5.1.2-Time
5.1.2.1-Hour
5.1.2.2-Minutes
5.1.2.3-Seconds
5.2-Global Formats.
5.2.1-Label Formats
5.2.2-Totals Label Formats
5.2.3-Format Level 1
5.2.4-Format Level 2
5.2.5-Format Level 3
5.2.6-Totals Clients Formats
5.3- Date formats.
5.3.1-Format Packing Date
5.3.2-Format Best Before
5.3.3-Format Extra Date
5.3.4-Format of date of freezing
5.3.5-Extra Date
5.3.6-Date of freezing
5.4- Printer.
5.4.1-Center texts
5.4.2-Label Mode
5.4.3-Delay
5.4.4-Contrast
5.4.5-Paper Opto Detector
5.5.6-Exit Distance
5.4.7-Heading
5.4.8-Type of Paper
5.4.9-Label Centering
5.4.10-DistanceOpto-Head
5.4.11-Paper Roller
5.4.12-Ribbon Roller
5.4.13-Type of Thermal Head
5.4.14-Exit Control
5.4.15-Clients Mode
5.4.16-Control of Labels
5.4.17-Line separation
5.4.18-Line justification
5.4.19-Speed
5.4.20-EAN density
5.4.21-RIBBON detector
5.4.22-Reset selection
5.4.23-Activate I / O
5.4.24- Centering text 11
5.4.25Families mode
5.5- Counter.
5.5.1-Initial Value
5.5.2-Increasing
5.5.3-Decreasing
5.5.4-Mode
5.5.5- Counter digits
5.6- Euro
5.6.1-Phase
5.6.2-Change
5.7- Codes
5.7.1-Worker
5.7.2-Manufacturer
5.7.3-Batch Number
5.8- EAN Code
5.8.1-EAN Format of Label
5.8.2-EAN Format of Totals
5.8.3-Format EAN Level 1
5.8.4-Format EAN Level 2
5.8.5-Format EAN Level 3
5.8.6-EAN Header
5.8.7-EAN-13 A
5.8.8-EAN-13 B
5.8.9-EAN-13 C
5.8.10-EAN 128 Global A
5.8.11-EAN 128 Global B
5.8.12-EAN 128 Global C
5.8.13-ITF-14 A
5.8.14-ITF-14 B
5.8.15-ITF-14 C
5.8.16-Incr.IA01 EAN 128
5.8.17-EAN-13 D
5.8.18-EAN-13 E
5.8.19-EAN-13 F
5.8.20-EAN-13 G
5.8.21-EAN-13 H
5.8.22-EAN-13 I
5.8.23-EAN-13 J
5.8.24-EAN Global D
5.8.25-EAN Global E
5.8.26-EAN Global F
5.8.27-EAN Global G
5.8.28-EAN Global H
5.8.29-EAN Global I
5.8.30-EAN Global J
5.8.31- EAN 3 Format
5.9- Automatic Totals.
5.9.1-Mode
5.9.2-Level 1
5.9.3-Level 2
5.9.4-Level 3
5.9.5-Reset
5.9.6-Use in orders
5.9.7- Stop at totals
5.9.8-Level 1
5.9.9- Margin
5.10- Weight Discriminator.
5.10.1-Mode
5.10.2-Minimun Weight
5.10.3-Maximun Weight
5.11- Symbols.
5.11.1-Weight
5.11.2-Price
5.11.3-Amount
5.12- Orders Mode.
5.12.1-Next Order
5.12.2-Next Line
5.13- PC Communications
5.13.1-Type of Communication
5.13.2-RMS Address
5.13.3-Baud Rate
5.13.4-Data Bits
5.13.5-Labeller IP Address
5.13.6-PC IP Address
5.13.7-Ethernet Address
5.13.8-Port TX TCP
5.13.9-Port RX TCP
5.13.12-Label message
5.13.13- EAN Message
5.14- Peripherals Communications.
5.14.1-Peripherals Com.
5.14.2-Decimals on the Display
5.14.3-Printing of Level 1 Totals
5.14.4-Series printer mode
5.15- Labels Repetition.
5.15.1-Article Label
5.15.2-Total Label
5.15.3-Level 1
5.15.4-Level 2
5.15.5-Level 3
5.16- Automatism
5.17- Currency 2

6.- PC Data.
6.1- Files Request
6.2- End of Day with Deletion
6.3- End of Day without Deletion
6.4- Request for Day Beginning
6.5- LBS

7.- Test.
7.1- Labels Counter
7.1.1-Total Counter
7.1.2-Partial Counter
7.1.3-Total Metre Counter
7.1.4-Partial Counter Metre
7.1.5-Available Labels
7.2-Versions
7.2.1-CPU
7.2.2-Weigth
7.2.3-Display
7.3-Test Label
7.4-Display
7.4.1-Switch off
7.4.2-Display contrast
7.5-Articles test
7.6-Weigth Adjust
7.6.1- Latitude
7.6.2- Altitude
7.6.3- Type of LoadCell
7.6.4 Divisions 1
7.6.5 Step 1
7.6.6 Divisions 2
7.6.7 Step 2
7.6.8 Weight Calibration
7.7-Start Total
7.7.1-Default data
7.7.2-Total beginning
7.8-Machine Test
7.8.1-Keyboard Test
7.8.2-EEPRO Test
7.8.3-RAM Test
7.8.4-COMPACT-FLASh Test
7.8.5-ETHERNET Test
7.8.6-RS-422 Test
7.8.7-RS-232 Test
7.8.8-Imputs/Outputs Test
7.8.9-Cash Drawer Test
7.8.10-ADC Test
7.8.11-Motors Test
7.9-Passwords

8.- Clients Total.

9.- Selection of Clients.

10.- Print cut

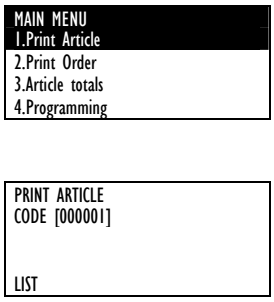
5 OPERATIVE

5.1 PRINT ARTICLE [1]

MENU

1

OK



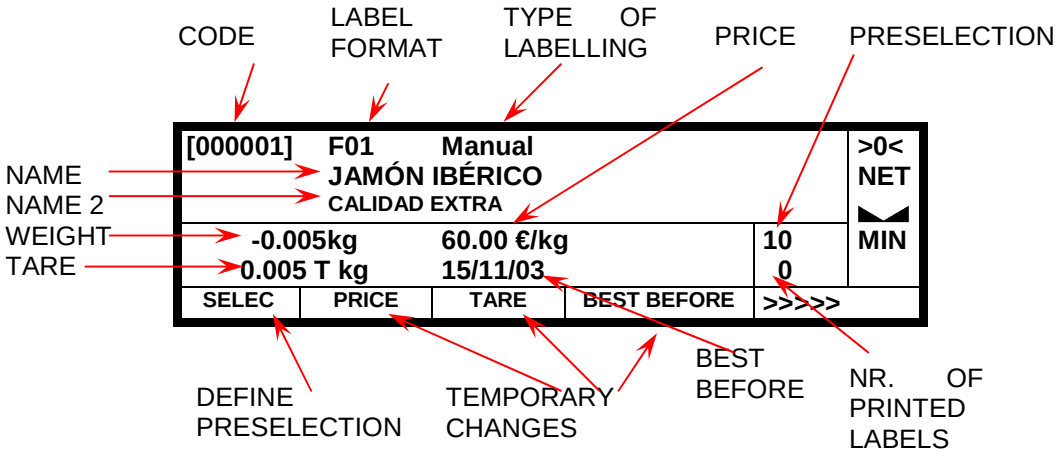
From the initial display, press the key **MENU**, the labeller will show on the display the Main Menu, select 1, Print Article, enter the code (6 digits) of the article to be labelled, press the key **OK**, the labeller will search this article in the memory, if the article is not programmed, the labeller will show an error message (ARTICLE NOT DEFINED).

If the article is programmed in memory, their data will be shown on the display and the labeller is ready for starting the labelling.

It is possible to enter directly the code of the article to be printed by pressing the key **P**

The data shown are the following:

- Code.
- Label Format.
- Number of labels printed.
- Name (1 and 2)
- Unit Price.
- Best Before.
- Weight.
- Tare.



Δ LIST

It is also possible to select the article pressing the multifunction key Δ in the position **LIST**, the labeller will show the list of articles and using the arrows 🡻 🡹 and the key **OK** is possible to select the article to be labelled.

For fixed price items it is possible to vary the quantity using the soft key "units" that will appear instead of the tare for this type of items.

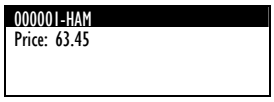
It is possible to visualize the level 1 accumulated, by pressing the key **T** from the printing screen.

The batch number can be changed. To do this, press **L** from the item printing display.

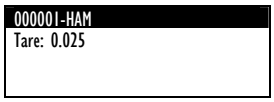
5.1.1 Temporary change of data

The unit price, tare and use-by date of the article to be labelled can be altered temporarily. The new data will be applied to the products being weighed at that time but not stored in the memory.
To modify these data, select using the corresponding multifunction key Δ the data (price, tare or use by date) to be modified and enter the new value.
It is also possible to make a temporary change in the tare, by selecting a weight placed on the platform as the tare. To do this, place the weight to be tared on the platform and press T

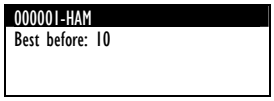
Δ PRICE



Δ TARE



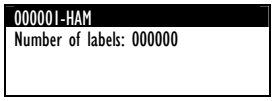
Δ BEST BEFORE



5.1.2 Preselection

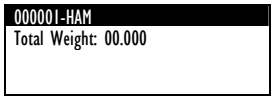
It determines the way of making the automatic stop of the machine. Pressing the multifunction key Δ in the position SELEC, the preselection mode menu is activated. The possible options are: -
1.-Select number of trays. '(N= 6)' labelling will stop when chosen number of trays has been labelled.

Δ SELEC
Δ LABELS



2.- Select total weight. '(W= 1.234)' labelling will stop when the total weight of all trays reaches pre-programmed weight.

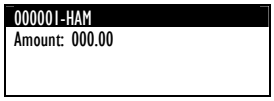
Δ SELEC
Δ WEIGHT



3.- Select total amount. '(A= 1.234)' labelling will stop when the total amount reaches the pre-programmed amount.

Select using the corresponding multifunction key Δ the data (price, tare or use by date) to be modified and enter the new value.

Δ SELEC
Δ AMOUNT



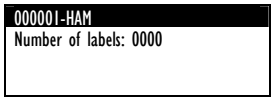
Enter the value of the preselection to be used and press the key OK.

When the labeller is working, once the value of the preselection has been reached, the display will show the message SELECTION COMPLETED.

5.1.3 Repeat last label

From the article labelling menu, it is possible to print copies of the last label, to do it press the key.
The copies of the labels are added to the totals.

F1



5.1.4 Cancel labels

From the article labelling menu, it is possible to cancel labels, so these labels will not be added to the totals. To cancel a label press key F2 .
The labeller shows the message LABEL CANCELLED.

F2

5.1.5 Mode Discount

F3

From the article labelling menu, it is possible switch the labeller to Mode Discount by pressing the key **F3** . When the labeller is working on mode discount, the labels printed will be discounted from the totals.
The labeller will show the message MODE DISCOUNT.

F3

If the labeller is working in MODE DISCOUNT, to work again in MODE ACCUMULATE, it is necessary to press the key **F3**

5.1.6 Mode Not Accumulate

F4

From the article labelling menu, it is possible switch the labeller to Mode Not Accumulate by pressing the key **F4** . When the labeller is working on mode NOT ACCUMULATE, the labels printed will not be accumulate to he totals.

The labeller will show the message MODE NOT ACCUMULATE.
If the labeller is working in MODE NOT ACCUMULATE, to work again in MODE ACCUMULATE, it is necessary to press the key **F4**

F4

5.1.7 Do not print

F8

In the item labelling menu, key **F8** permits operation mode to be changed to DO NOT PRINT. In the DO NOT PRINT mode, labels that are issued will be accumulated in the totals.
The labelling machine will display the message DO NOT PRINT.

F8

If the labelling machine is operating in DO NOT PRINT MODE, press key **F8** again to return to PRINT MODE, and a PRINT MODE message will be displayed.

5.1.8 Tare

Labelling machine LP-3000 enables a manual tare to be effected by pressing **T**. Proceed as follows:

1. Place the weight to be tared on the weighing platform.
2. Press **T**

The selected tare will remain in force if an item is selected for labelling.

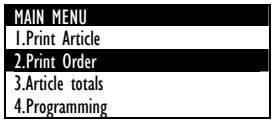
To remove the tare, press **T** when there is no weight on the platform.

If the tare is pre-programmed, the tare will show itself as 'pt', when it is printed.

5.2 PRINT ORDER [2]

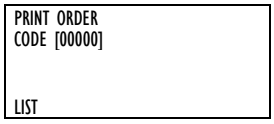
An order is considered to refer to a selection of articles for a specific client. For each order the name of the client, date of the order and number of articles can be stored in the memory; for each line of the order the article code, number of labels required and unit price can be included.

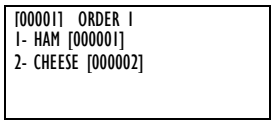
MENU
2



From the initial position, press the key **MENU**, the labeller will show the main menu, press the key 2 Print Order, enter the code (5 digits) of the order.

Δ LIST
OK
↓ ↑
OK

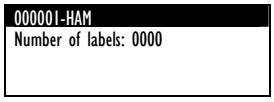




It is also possible to select an order, by pressing the multifunction Δ in the position **LIST**, then the labeller will show all the orders programmed and using the arrows ↓ ↑ and the key **OK** is possible to select the required order.
For each line of the order, the following information is given; the code and name of the selected order, the code and name of the article, the number of operations to be processed, the price per unit, the number of trays already labelled and those still pending labelling.
Once these steps have been taken the machine will start automatically and will continue to label until the preset number of labels has been completed. Once all the labels have been printed, the labeller will show a message SELECTION COMPLETED.

5.2.1 Repeat last label

F1



From the article labelling menu, it is possible to print copies of the last label, to do it press the key **F1** , enter the number of copies.
The copies of the labels are added to the totals.

5.2.2 Cancel labels

F2

From the article labelling menu, it is possible to cancel labels, so these labels will not be added to the totals. To cancel a label press key **F2**.
The labeller shows the message LABEL CANCELLED.

5.2.3 Mode Discount

F3

From the article labelling menu, it is possible switch the labeller to Mode Discount by pressing the key **F3** . When the labeller is working on mode discount, the labels printed will be discounted from the totals.
The labeller will show the message MODE DISCOUNT.

F3

If the labeller is working in MODE DISCOUNT, to work again in MODE ACCUMULATE, it is necessary to press the key **F3**

5.2.4 Mode Not Accumulate

F4

From the article labelling menu, it is possible switch the labeller to Mode Not Accumulate by pressing the key **F4** . When the labeller is working on mode NOT ACCUMULATE, the labels printed will not be accumulate to he totals.
The labeller will show the message MODE NOT ACCUMULATE.

F4

If the labeller is working in MODE NOT ACCUMULATE, to work again in MODE ACCUMULATE, it is necessary to press the key **F4**

5.2.5 Label the same article in another order

F6

From the order labelling menu, it is possible to label the same article in another order by pressing the key **F5** .

5.2.6 Label next line

F5

From the order labelling menu, it is possible to label the next line of the order by pressing the key **F6** .

5.2.7 Do not print

F8

In the item labelling menu, key **F8** permits operation mode to be changed to DO NOT PRINT. In the DO NOT PRINT mode, labels that are issued will be accumulated in the totals.
The labelling machine will display the message DO NOT PRINT.

F8

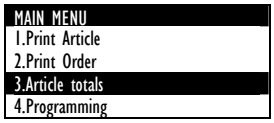
If the labelling machine is operating in DO NOT PRINT MODE, press key **F8** again to return to PRINT MODE, and a PRINT MODE message will be displayed.

5.3 ARTICLE TOTALS [3]

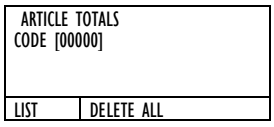
The LP-3000 allows to print a total label of an article in which it is possible to print the total weight and the total of an article.

5.3.1 Totals labels

MENU
3
OK



The procedure for obtaining article totals is the following:
From the initial display, press the key **MENU**, the labeller will show the Main Menu, select **3** Totals, enter the article code for which the total is required and press **OK**.



If the article is not in memory, the labeller will show a message **ARTICLE NOT DEFINED**.

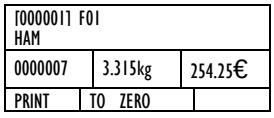
Δ LIST

To see the whole list of articles programmed, it is necessary to press the multifunction key Δ LIST, select the desired article with the arrows 🡻 🡹 and press **OK**

OK

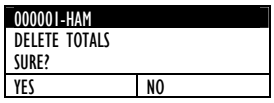
If the article is programmed, the totals data will be shown on the display and can be printed by pressing the key **OK**.

Δ DELETE ALL



It is possible to delete the totals of all the articles by pressing the multifunction key Δ DELETE ALL..
You can do an erase of level 1 totals pressing the key soft key 4 from the article total printing screen.
It is possible to print all totals labels. To print each label, wait for 2 seconds, unless the print soft key is pressed, or there is no label, in which case the next one is printed.
It is possible to obtain a totals list for departments (01-99).

5.3.2 Set to zero

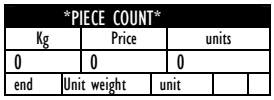


Δ TO CERO.
Δ YES

To set to zero the totals of an article the procedure is the following:
From the screen where the article total is shown, press the multifunction key TO ZERO Δ and then select Δ YES.

5.4 PIECE COUNT MODE

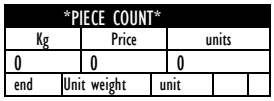
Go to the main display, and press "**Soft key 1**", to display piece count mode. This indicates the weight in kg, unit weight in grams and the number of pieces. To exit this mode, press **ESC** or **Soft key 1**.



Δ

ESC

5.4.1 Determine unit weight

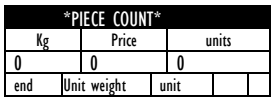


Δ

OK

1. Count a sufficient number of pieces.
2. Place them on the weighing platform.
3. Press **Soft key 3**, and the indicator will highlight "Units".
4. Enter the pieces that have been counted and press **OK** or **Enter**.
5. The weight per piece will be shown and has been set.
6. Add any number of pieces, and the number of pieces will be displayed.

5.4.2 Determine number of pieces



1. Determine the weight per piece.
2. Enter the weight per piece when the Unit Weight is highlighted.
3. The weight must be entered in grams. Use "**.**" for the decimals.
4. Place any number of pieces on the platform, and the number of pieces will be displayed.

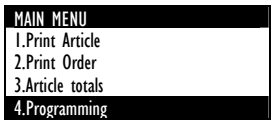
6 PROGRAMMING [4]

This is the position of the menu used to program all the data used to perform the labelling: Articles, Orders, Label Formats , Headers and Traceability.

6.1 ARTICLES [4 1]

The labeller LP-3000 has the possibility of programming 8000 articles.

MENU
4
1

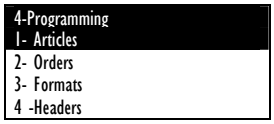


From the initial screen press the key **MENU** select 4 Programming, press **OK** , select 1 Articles and press **OK** again.

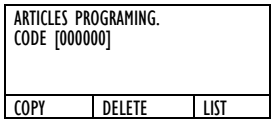
The display will show the articles programming menu.

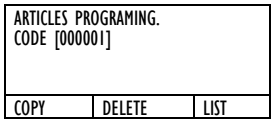
000001

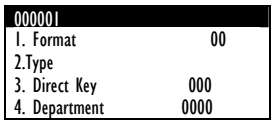
OK.



First of all, it must be entered the code (6 digits) of the article and press the key **OK**.
Then the article programming starts, the data to be programmed are the following:





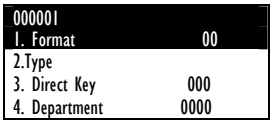


1	Label format number
2	PLU type
3	Direct key.
4	Department code.
5	Price.
6	Tare.
7	Best before..
8	Name 1(24 characters)
9	Name 2 (24 characters)
10	EAN format
11	EAN code
12	Text line 1
13	Text line 2
14	Text line 3
15	Text line 4
16	Text line 5
17	Text line 6
18	Text line 7
19	Text line 8
20	Text line 9
21	Text line 10
22	Text line 11
23	Traceability
24	Class of product
25	Product number.
26	Best before date.
27	Associated recipe.
28	Associated conservation
29	Piece weight.
30	Level 1
31	Level 2
32	Level 3

33	Glacing.
34	Minimum Weight
35	Maximum Weight
36	Stock Control
37	Stock Control
38	Stock Weight
39	Batch number
40	EAN 2 Format
41	EAN 2 Code
42	For. Packing Date
43	For. Best Before date
44	For. Extra date
45	For. Freezing
46	For. Expiration
47	Weight Symbol
48	Price Symbol
49	Amount Symbol
50	Level 1 (weight)
51	Margin
52	Logo 1
53	Logo 2
54	Logo 3
55	Logo 4
56	Logo 5
57	Cooking Time/Kg
58	Fixed Time
59	Format Totals
60	Level 1 Format
61	Level 2 Format
62	Level 3 Format
63	VAT

6.1.1 Format

For each article, a choice of label format is available. Select a number from 0 to 99.



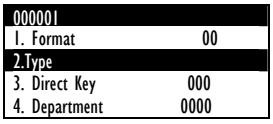
These consist of standard, pre-programmed formats (1 to 20) which do not permit modification by the user and programmable options (21-99) whose functions will be explained in detail.

To pass to the next field press **OK** or 🡻 .

OK

6.1.2 Type

This field specifies how the article is processed by the machine, if it requires weighing, if the weight is to be measured directly by the scales incorporated into the machine or if tare is applied and so on.



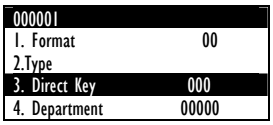
Each article should correspond to one of the following types:

- **1** : **Price per unit.** Default setting. The price per kg. is entered and the price is calculated based on the weight of the goods. The product is weighed by the machine.
- **2** : **Set price**. Price is preset. Neither weight nor unit price is printed nor is the article not weighed.
- **3** : **Set weight.** The price is calculated according to the weight, but the weight does not vary and is preset at the time of programming. The article is not weighed by the machine though the weight is printed along with the price.
- **4** : **Set weight D**. It is of set weight but the price discriminator is ON.
- **5** : **Weight only**. Article is weighed by the machine and only the weight is included on the label.
- **6** : **Percentage tare**. The article is weighed but from the gross weight a percentage will be subtracted as tare. The percentage can be preset in the section which deals with tare options.
- **7** : **Piece counter**. The product is weighed and the scales display the number of items. To do this, enter the weight of the item in section 6.1.20 Piece Weight.
- **8** : **Average.** The weight selection is done by calculating the target weight from the first n weighed samples.
- **9** : **Control.** The entire drying process of the hams can be controlled with an LP-3000 and a scanner. These data will be managed by external software.
- **-10** : **Unit weight**. When the article is selected it asks for de number of units, they are printed in the field number 11 of the label formats. It is represented with the letter G in the barcode.
- **- 11** : **Unit unit**. It works like the set price but with units.
- **- 12** : **Unit Weight**. The price is per units.

🡺
🡸.
OK

To change the type presses the keys 🡺 🡸.

To pass to the next field press **OK** or 🡻 .



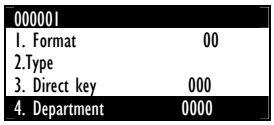
6.1.3 Direct key

This parameter indicates the direct key to be used for this article. The labeller has 60 (30+30) direct keys.Enter with the numeric keyboard the PLU key number. 1 up to 999 is also available when the **D** key is pressed from the main screen or printing screen and the required value is entered with the numeric keyboard.

To pass to the next field press **OK** or 🡻 .

OK

6.1.4 Department

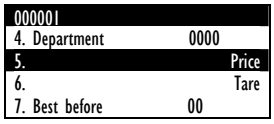


Up to 4 digits can be used to create department codes, which can be included on the label as a numeric field or within the bar-code. The creation of department codes allows totals to be listed and grouped per department.

OK

To pass to the next field press **OK** or ⬇ .

6.1.5 Price

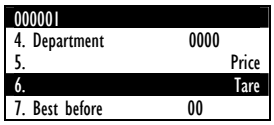


Input and modification of price, using up to 5 digits. If the article is Price per unit, set weight or tare type, the price given is per kilo. If it is Set price type then price given is total cost. Weight only type articles do not show price on label.

OK

To pass to the next field press **OK** or ⬇ .

6.1.6 Tare



This field allows the user to programme the tare, in grammes, to apply to the article. Accepts up to 5 digits. If the article is Set weight type the weight will be programmed in place of the tare. If it is of Tare percentage type then two digits should be entered to represent the percentage to be subtracted from the weight.

OK

To pass to the next field press **OK** or ⬇ .

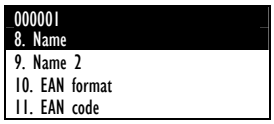
6.1.7 Best before

Field available to programme according to need; enter number of days following date of packaging and this will be updated automatically, or insert fixed date. Up to 6 digits can be used for fixed date, as ddmmyy, or 4 digits as number of days. If set to zero the Use-by date will not be printed on the label.

OK

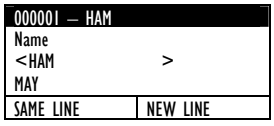
To pass to the next field press **OK** or ⬇ .

6.1.8 Name



This field allows to program a 24 characters text, as name of the article. The procedure for entering the text is the following: Press the key **OK**, then the labeller will enter in texts edition mode. The text will be entered using the alphanumeric keyboard.

OK



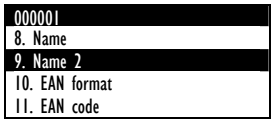
In texts editing mode, using the multifunction keys Δ, it is possible to enter the characters NEW LINE and Not centering SAME LINE).

To change between low case and capital letters press the key ⇧ (Shift).

OK

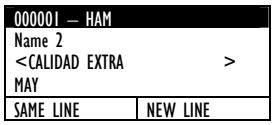
To pass to the next field press **OK** or ⬇ .

6.1.9 Name 2



This field allows to program a 24 characters text, as name 2 of the article. The procedure for entering the text is the following: Press the key **OK**, then the labeller will enter in texts edition mode. The text will be entered using the alphanumeric keyboard.

OK



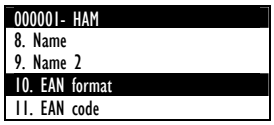
In texts editing mode, using the multifunction keys Δ, it is possible to enter the characters NEW LINE and Not centering SAME LINE).

To change between low case and capital letters press the key talc ⇧ (Shift).

OK

To pass to the next field press **OK** or ⬇ .

6.1.10 EAN Format



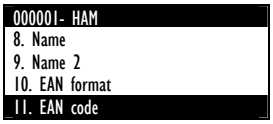
It is possible to enter a 2 digits number between **0** and **90**, it allows to select the bar code format of the labels. The possible values are:

Code	Content	Code	Content
0	No EAN	**40**	UPC from Text 3 of PLU
1	AABBBBBCCCCC	**41**	UPC from Text EAN of PLU
2	AABBBBBDDDDD	**42**	EAN 13 H Programmable
3	AABBBBBEEEEE	**43**	EAN 13 I Programmable
4	AABBBBBFFFFF	**44**	EAN 13 J Programmable
5	AABBBBBGGGGG	**50**	EAN 8 from Text 3 of PLU
6	AAGGGGGBBBBB	**51**	EAN 8 from Text EAN of PLU
7	ABBBBBBCCCCC	**52**	ABBBBBB
8	ABBBBBBDDDDD	**53**	AABBBBB
9	ABBBBBBEEEEE	**60**	ITF 14 from Text 3 of PLU
10	ABBBBBBFFFFF	**61**	ITF 14 from Text EAN of PLU
11	AHHBBBBCCCCC	**62**	ITF14 A Programmable
12	AHHBBBBDDDDD	**63**	ITF 14 B Programmable
13	AHHBBBBEEEEE	**64**	ITF 14 C Programmable
14	AHHBBBBFFFFF	**65**	2D5 from Text 3 of PLU
15	AHHIIIICCCCC	**66**	2D5 from Text EAN of PLU
16	AHHIIIIDDDDD	**67**	2D5 from ITF 14 A Programmable
17	AHHIIIIEEEEE	**68**	2D5 from ITF 14 B Programmable
18	AHHIIIIFFFFF	**69**	2D5 from ITF 14 C Programmable
19	AAHBBBBCCCCC	**70**	EAN 128 from Text EAN of PLU
20	AABBBBQCCCCC	**72**	EAN 128 (Text 2 of PLU)
21	AABBBBQDDDDD	**73**	EAN 128 (Texts 2+3 PLU)
22	AABBBBQEEEEE	**74**	EAN 128 (Texts 2+3+4 PLU)
23	AABBBBQFFFFF	**75**	EAN 128 (Texts 2+3+4+5 PLU)
24	AAJJJJJBBBBBB	**76**	EAN 128 (Texts 2+3+4+5+6 PLU)
25	AAJJJJJCCCCC	**77**	EAN 128 (Texts 2+3+4+5+6+7 PLU)
26	EAN 13 from Text EAN 2 of PLU	**78**	EAN 128 (Texts 2+3+4+5+6+7+8 PLU)
27	EAN 128 from Text EAN 2 of PLU	**80**	EAN 128 A Programmable
28	ITF 14 from Text EAN 2 of PLU	**81**	EAN 128 B Programmable
30	EAN 13 from Text 3 of PLU	**82**	EAN 128 C Programmable
31	EAN 13 from Text EAN of PLU	**83**	EAN 128 from texts 9 and 10 of item
32	EAN 13 A Programmable	**84**	EAN 128 D Programmable
33	EAN 13 B Programmable	**85**	EAN 128 E Programmable
34	EAN 13 C Programmable	**86**	EAN 128 F Programmable
36	EAN 13 D Programmable	**87**	EAN 128 G Programmable
37	EAN 13 E Programmable	**88**	EAN 128 H Programmable
38	EAN 13 F Programmable	**89**	EAN 128 I Programmable
39	EAN 13 G Programmable	**90**	EAN 128 J Programmable

OK To pass to the next field press **OK** or ⬇.

6.1.11 EAN Code

OK



Use the numeric keyboard to program the EAN code of the article. In this parameter it is programmed the value of the EAN selected in the previous parameter

The substitution keys are the following:

A	EAN Header	**a**	Net non-drained weight
B	Article code	**b**	Price/Kg net non-drained weight
C	Amount	**c**	Date of freezing
D	Weight	**d**	Identification number
E	Price	**e**	Batch number in code 128
F	Unit weight	**f**	ADDD format in code 128
G	Quantity	**g**	Current date as day
H	Department	**h**	Expiry date as Julian Day
I	Number of sales	**i**	Text 8 as EAN 128
J	Manufacturer code	**j**	Text 9 as EAN 128
K	Group number	**k**	Text 10 as EAN 128
L	Worker code	**l**	Client code as EAN 128
M	Counter	**m**	EAN-13 of client in EAN-128
N	Batch Number	**n**	Date in day of the week, week of the year and year (ddwwyy) format.
O	PLU's fast key number	**o**	Expiration date
Q	Check price	**p**	Manufacturing Year
R	Tare	**q**	Hour and minute s Packaging data
S	Gross weight	**r**	To replace text 2 of the traced product. (EAN 128)
T	Weight / 10		
U	Packing date	**t**	The texts of the item (1-11) or the animal (21 – 50), (51 ident. Order), (52 data), (53 weight 2), (54 bundles), (55 weight 12.345). It replaces the text that we introduce with two digits after the t. Ex. t01 (Replaces the text 1 of the article).
V	Best before		
W	Extra date		
X	Price in secondary currency		
Y	Amount in secondary currency		
Z	Control digit for all that requires a control digit, without limit on the length of data involved in the calculation. Valid for 00, 01, 02, 410, 411, 412, 413, 414,		
[	Net non-drained weight / 10	**u**	Weight with 2 decimals WITHOUT rounding
]	Weight in Lb	**v**	Amount in currency 2
:	Amount digits	**w**	Gross Amount
;	Amount in 4 digits		

If it has been selected EAN 128 in the field EAN Format, the multifunction keys allow to program the EAN 128 data, which structure is the following:

The structure of an EAN 128 is as follows:

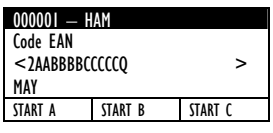
START + FNC1+ IA→DATA (CHANGE+ IA→DATA)+...+FNC1

where:

START (start A, start B or start C) is the special character indicates that the characters that follow form part of an EAN 128 code. Likewise:

- **A** indicates that standard capital letters follow.
- **B** indicates that capitals, small letters and special characters follow.
- **C** indicates that digits follow (this is the most common for numeric data).

Δ



The start characters are programmed with multifunction keys Δ

➔

Δ

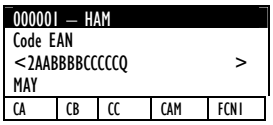
To program FNC1 and the changes A, B and C, it is necessary to press the key ➔ and select them using the multifunction keys Δ

FNC1 is the special character that shows the beginning and end of each data field.

IA is a number that represents the application ID (barcode field), i.e. it specifies the data to be represented by the EAN 128. The **IA**s that can be used are shown in the next page.

DATA represents the data that will be printed followed by the corresponding **IA**. Letters may be entered in the numerical field positions, and these will be substituted when printed by the corresponding value stated in the table given in sect. *6.4.1.10 EAN Format*. The following table shows the fields that have been added to the already existing ones:

The length of the data depends on the **IA**. Some fields are of a fixed length and others are variable. All positions must be completed in fixed-length fields.
If not all the positions are completed in variable-length fields, the **FNC1** character must be entered at the end in order to indicate end of field.



CHANGE (Change A, Change B and Change C) is a special character that permits the code type to be changed within an EAN 128. Therefore, when a change character is encountered, the EAN 128 will be printed with the new code specified until another change character is encountered.

The Change character only makes a change between sets of A and B characters and only affects the following character found after the Change character.

Ñ: When "**Ñ**" is entered, the meaning of all subsequent fields will be substituted, regardless of whether they are letters or numbers. If another "Ñ" is entered, substitution stops and normal functioning recommences. If no other "ñ" is entered, substitution continues until the end of the IA.

e.g.: With crotal code vc789b, and programming in ean128:

Cf2511234ñddddddñ567f
The following label will be printed:
(251)1234vc789b567

"Code128" can be printed and edited. To print a **Code128** instead of an EAN128, simply omit the FNC1 character after the characters Start A, Start B or Start C. Editing and character symbol changes are effected as in EAN128 editing. The IAs are void of meaning here.

Example:

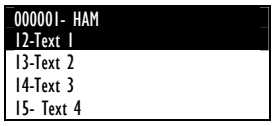
With crotal code vc789b and programmed at ean 128:
Cf2511234ñ**dddddd**ñ567f
In the label is printed:
(251)1234**vc789b**567

IA	CONTENTS	FORMAT
00	Series Code from Dispatch Depart.	n2+nl8
01	EAN item number / Issue Dept. Code	n2+nl4
02	EAN item number of products contained another dept.	n2+nl4
10	Batch or consignment number	n2+an..20
11 (a)	Date of manufacture (YYMMDD)	n2+n6
13 (a)	Date packed (YYMMDD)	n2+n6
15 (a)	Minum expiry date (YYMMDD)	n2+n6
17 (a)	Maximum expiry date (YYMMDD)	n2+n6
20	Product variety	n2+n2
21	Number of series	n2+an..20
22	HIBCC – quantity, date, batch and connection	n2+an..29
23 (b)	Consignment number (temporary job)	n3+n..l9
251	Total number	n2 + an..30
30	Variable quantity	n2+n..8
310 (c)	Net weight in kilograms	n4+n6
311 (c)	Length or first measurement in metres (commercial)	n4+n6
312 (c)	Width, diameter or second measurement in metres (commercial)	n4+n6
313 (c)	Depth, Thickness, Height or third measurement in metres (commercial)	n4+n6
314 (c)	Area in square metres (Commercial)	n4+n6
315 (c)	Net volume in litres	n4+n6
316 (c)	Net volume in cubic metres	n4+n6
320 (c)	Net weight in pounds	n4+n6
330 (c)	Net weight in kilograms	n4+n6
331 (c)	Length or first measurement in metres (logistics)	n4+n6
332 (c)	Width, diameter or second measurement in metres (logistics)	n4+n6
333 (c)	Depth, Thickness, Height or third measurement in metres (logistics)	n4+n6
334 (c)	Area in square metres (logistics)	n4+n6
335 (c)	Gross volume in litres	n4+n6
336 (c)	Gross volume in cubic metres	n4+n6
340 (c)	Gross weight in pounds	n4+n6
37	Quantity	n2+n..8
400	Customer order number	n3+an..30
410	Dispatch to (delivery to) operational point using EAN-13 or DUNS number (Dun & Bradstroet) with initial zeros	n3+n13
411	Invoice to (charge to account) operational point using EAN-13 or DUNS number (Dun Bradstreet) with initial zeros	n3+n13
412	Purchased from (operational point where purchase was made) using EAN-13 or DUNS number	n3+n13
413	(Dispatch to / Deliver to / Send to) operational point using EAN 13	n3+n13
415	EAN-UCC operational point of invoice line	n3+n13
420	Dispatch to (delivery to) postcode within the same Postal Authority	n3+an..9
421	Dispatch to (delivery to) postcode with 3-digit ISO country prefix	n3+n3+an..9
422	Country of birth of animal	n3+n3
423	Country where fattened	n3+n..15
424	Country of production	n3+n3
425	Country where cut	n3+n3
426	Country of complete process (birth, fattening, slaughtering in same country)	n3+n3
7030	Country of slaughter and slaughterhouse health registration number	n4+n3+an..27
703X	Country of cut and cutting hall health registration number	n4+n3+an..27
8001	Coiled products – width, length, nuclear diameter, direction and joins	n4+n14
8002	Electronic Series Number for Cellular Mobile Phones	n4+an..20
90	Internal Applications	n2+an..30
91	Internal – Raw Material, Packing, Components	n2+an..30
92	Internal – Raw Material, Packing, Components	n2+an..30
93	Internal – Product Manufacturers	n2+an..30
94	Internal – Product Manufacturers	n2+an..30
95	Internal – Carriers	n2+an..30
96	Internal – Carriers	n2+an..30
97	Internal – Wholesalers and retailers	n2+an..30
98	Internal – Wholesalers and retailers	n2+an..30
99	Internal – Mutually defined text	n2+an..30

where:
- (**a**): To indicate year and month alone, DD can be completed with "00".
- (**b**): one extra digit to indicate length.
- (**c**): one extra digit to indicate the decimal point.
- **n**x is a field with x digits
- **ax**. x is an alphanumerical field with a maximum of x characters.

It is not necessary to enter a STOP character. The LP-3000 automatically enters a STOP character when a **space** is found instead of an application identifier.

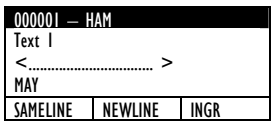
6.1.12 Text Lines (1-10)



Every article has 10 lines of 24 characters for texts, ingredients or a combination of both.

OK

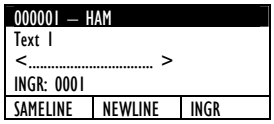
Press the key **OK**, then the labeller will enter in texts edition mode.



The text will be entered using the alphanumeric keyboard. In texts editing mode, using the multifunction keys Δ it is possible to enter the characters NEW LINE and Not centering (SAMELIN), do not link the next text line with the ingredient (DIFLIN) and delete the comma that accompanies the ingredient (NO COMMA).

To change between low case and capital letters press the key ⇧ (Shift).

Δ INGR



To enter ingredients press the key Δ in the position INGR ,enter the 4 digits code of the ingredient and press **OK** The labeller LP-3000 has 4000 programmable ingredients. (See Annex 1). The ingredients file is programmable using the RMS software.

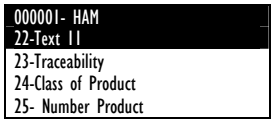
OK

Every ingredient of the table will take only 2 characters of the text line, so it is possible to enter up to 12 ingredients on every text line.

OK

To pass to the next field press **OK** or ⇩

6.1.13 Text 11

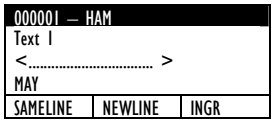


Every article has a line of 1000 characters for texts, ingredients or a combination of both.

Press the key **OK**, then the labeller will enter in text edition mode.

OK

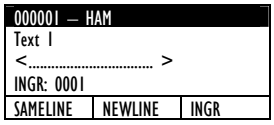
The text will be entered using the alphanumeric keyboard. In texts editing mode, using the multifunction keys Δ it is possible to enter the characters NEW LINE and Not centering (SAME LINE).



To change between low case and capital letters press the key ⇧ (Shift).

To enter ingredients press the key Δ in the position INGR ,enter the 4 digits code of the ingredient. There are the codes of 4000 ingredients of the Anexe1.

Δ INGR

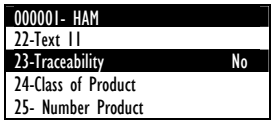


Every ingredient of the table will take only 2 characters of the text line, so it is possible to enter up to 500 ingredients on text line 11.

OK

To pass to the next field press **OK** or ⇩

6.1.14 Traceability

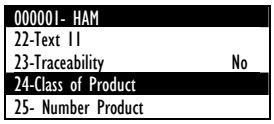


This parameter indicates if the product will have or not generic traceability.

To pass to the next field press **OK** or ↓.

OK

6.1.15 Type of Traceability



This parameter indicated to which type of traceability, belongs the article. There are 20 Types of Traceability. (Example: Type1=Beef, Type2 = Fish, Type 3= BIO).

The possible values are:

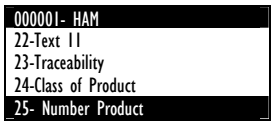
Type=0, Article without Traceability.

Type= 1,…,20, number of the Type of Traceability

To pass to the next field press **OK** or ↓.

OK

6.1.16 Number of Product with Traceability

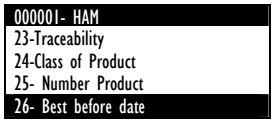


If in the previous parameter has been selected a Type of Traceability, in this parameter it is programmed the number of the Product with Traceability from which the article comes from. It can be a number from 1 to 99

To pass to the next field press **OK** or ↓.

OK

6.1.17 Best before date

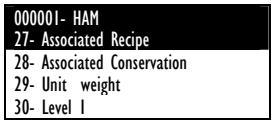


This enables the best before date of the item to be programmed. Enter up to 6 digits if it is a calendar date, in the format ddmmyy, or up to 4 digits if it represents a number of days. If it is set to 0, the best before date will not be printed on the labels. It is printed in the same format as the expiry date.

Press **OK** to confirm and **ESC** to exit and save the item data.

OK
ESC

6.1.18 Associated recipe



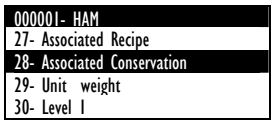
This permits a recipe to be associated with a product.

Enter the recipe number to be associated with the product (see section 6.8 Recipes).

Press **OK** to confirm and **ESC** to exit and save item data.

OK
ESC

6.1.19 Associated Conservation



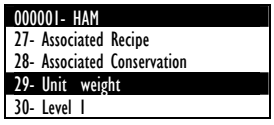
This permits a certain conservation to be associated with a product.

Enter the conservation number to be associated with the product (see section 6.9 Conservation).

Press **OK** to confirm and **ESC** to exit and save item data.

OK
ESC

6.1.20 Unit weight



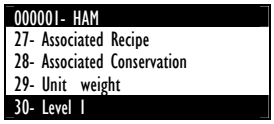
This permits the weight per piece to be entered in order to associate it with an item, so that when it is selected in piece count mode, the scales will display the total number of items being weighed. The weight should be entered in grams. Use "." to enter decimals.

Press **OK** to confirm and **ESC** to exit and save item data.

OK
ESC

6.1.21 Level 1

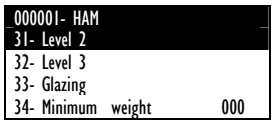
OK
ESC



This is for setting the number of labels that must be printed, so that one level 1 label is printed.
Press **OK** to confirm and **ESC** to exit and save item data.

6.1.22 Level 2

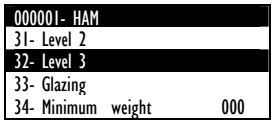
OK
ESC



This is for setting the number of level 1 labels that must be printed, so that one level 2 label is printed.
Press **OK** to confirm and **ESC** to exit and save item data.

6.1.23 Level 3

OK
ESC



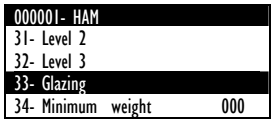
This is for setting the number of level 2 labels that must be printed, so that one level 3 label is printed.
Press **OK** to confirm and **ESC** to exit and save item data.

6.1.24 Glazing

In the articles weighed or the articles with fixed weight, it has the same meaning as the tare in the articles of type Tare by %.

So, an article weighed can have a tare value and a percentage of icing as it is programmed in field 33.

The Icing percentage can be entered with two decimals.
Example
Gross Weight:1010 g. with tare 10g and icing 20%
The Net weight will be =(1010-tare)-%Icing = (1010 –10) –20% = 1000 – 200 = 800 g.
In the articles of type fixed weight, it can also be entered a % of Icing by means of field 33.
Example



Fixed Weight = 1000 gr. -> Program Field 6 (Tare)= 1000 g. and Field 33 (Icing) = 20%
Net weight = 1000 –200 = 800g.

OK
ESC

Press **OK** to validate and **ESC** to exit and save the article data.

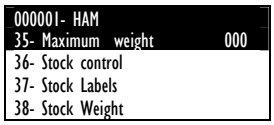
6.1.25 Minimum Weight

OK

Enter min. weight in grammes to be accepted for labelling
Press **OK** to validate and pass to the next parameter.

6.1.26 Maximum Weight

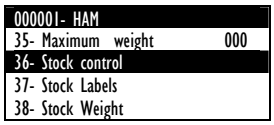
OK
ESC



Enter max. weight in grammes to be accepted for labelling.
Press **OK** to validate and pass to the next parameter.

6.1.27 Stock control

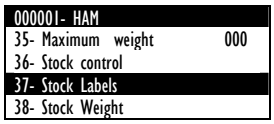
➔ YES
OK
ESC



This application is used to control the products in stock through the number of units or their weight. Use the ← or → keys to select YES or NO.
Press **OK** to validate and **ESC** to exit and save the article data.

6.1.28 Stock Labels

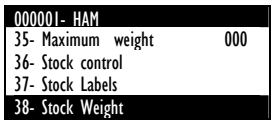
OK
ESC



It indicates the number of labels of the stock. If it is zero, its limit will not be taken into account.
Press **OK** to validate and **ESC** to exit and save the article data.
Press **ESC** to exit.

6.1.29 Stock weight

OK
ESC

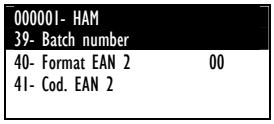


It indicates the weight of the stock. If it is zero, its limit will not be taken into account.
Press **OK** to validate and **ESC** to exit and save the article data.

> In the event that they are defined in the item's specifications, when either **37** Stock Labels or **38** Stock Weight is exceeded, the machine will display the error message ERROR STOCK and will not allow labelling. In order to resume labelling, clear the item totals to zero (**MENU** **3**) or raise the limit of the stock of the PLU that has been exceeded.

6.1.30 Batch number

OK
ESC



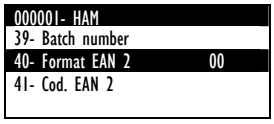
The item's batch number will be printed if it is defined for the item in use. Otherwise the overall batch number will be printed.

> This application is only possible for Compact Flash of over 16Mb.

Press **OK** to validate and **ESC** to exit and save the article data.

6.1.31 Format EAN 2

OK
ESC

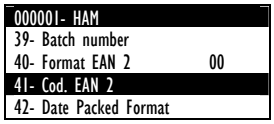


It is possible to enter a 2 digits number between **0** and **90**, it allows to select the bar code format 2 of the labels
(*See 6.1.10 EAN Format*)

Press **OK** to validate and **ESC** to exit and save the article data.

6.1.32 Code EAN 2

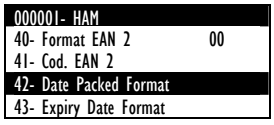
OK
ESC



Use the numeric keyboard to program the EAN 2 code of the article
(*See 6.1.11 EAN Code*)
Press **OK** to validate and **ESC** to exit and save the article data.

6.1.33 Date Packed Format

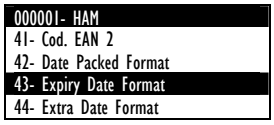
OK
ESC



Select the format for the date packed, using Table 6.3.
To go to the next date press **OK** or ↓

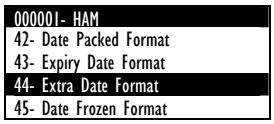
6.1.34 Expiry Date Format

OK
ESC



Select the format for the expiry date, following Table 6.3. ⓘ To print in the selected format, in the general date formats, MENU-5-3, use format 99.
To go to the next date press **OK** or ↓

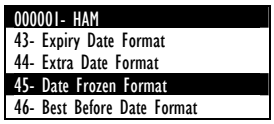
6.1.35 Extra Date Format



OK
ESC

Select the format for the extra date, following Table 6.3. ⓘ To print in the selected format, in the general date formats, MENU-5-3, use format 99.
To go to the next date press OK or 🡻

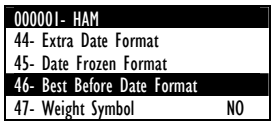
6.1.36 Date Frozen Format



OK
ESC

Select the format for the date frozen, following Table 6.3. ⓘ To print in the selected format, in the general date formats, MENU-5-3, use format 99.
To go to the next date press OK or 🡻

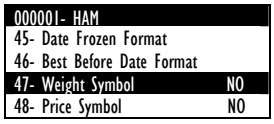
6.1.37 Best Before Date Format



OK
ESC

Select the format for the expiry date, following Table 6.3. ⓘ To print in the selected format, in the general date formats, MENU-5-3, use format 99.
To go to the next date press OK or 🡻

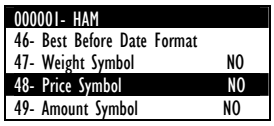
6.1.38 Weight Symbol



OK
ESC

Here you can decide whether or not to print the weight symbol and whether to place it before or after the weight value. Use 🡺 to toggle between YES, NO and BEFORE

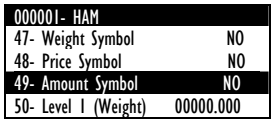
6.1.39 Price Symbol



OK
ESC

Here you can decide whether or not to print the price symbol and whether to place it before or after the weight value. Use 🡺 to toggle between YES, NO and BEFORE.

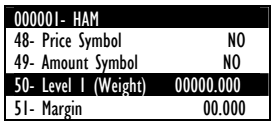
6.1.40 Amount Symbol



OK
ESC

Here you can decide whether or not to print the amount symbol and whether to place it before or after the weight value. Use 🡺 to toggle between YES, NO and BEFORE.

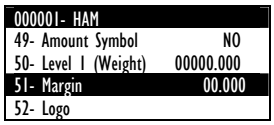
6.1.41 Level 1 (Weight)



OK
ESC

Enter the value of the total weight for which you want to get a label for the level 1 total.
Press OK to go on to programme the next parameter.

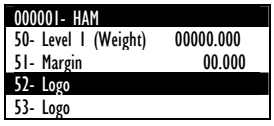
6.1.42 Margin



OK
ESC

With LP-3000 you can enter a tolerance margin for the total weight for which you want to get a label for the level 1 total. If the total weight exceeds what has been programmed in level 1 (weight) ± margin, the labeller will display the message: **WEIGHT OUT OF MARGIN**
Press ESC to go to settings programming.

6.1.43 Logo 1

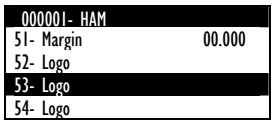


OK
ESC

You can assign up to 5 logos per item. Logo 1 corresponds to logo type 95 in label format.

6.1.44 Logo 2

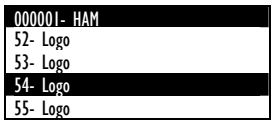
OK
ESC



You can assign up to 5 logos per item. Logo 1 corresponds to logo type 95 in label format.

6.1.45 Logo 3

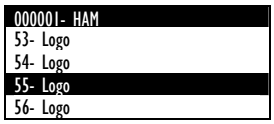
OK
ESC



You can assign up to 5 logos per item. Logo 1 corresponds to logo type 95 in label format.

6.1.46 Logo 4

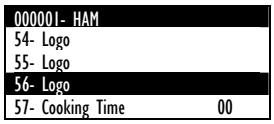
OK
ESC



You can assign up to 5 logos per item. Logo 1 corresponds to logo type 95 in label format.

6.1.47 Logo 5

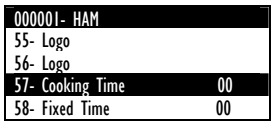
OK
ESC



You can assign up to 5 logos per item. Logo 1 corresponds to logo type 95 in label format.

6.1.48 Cooking time/Kg

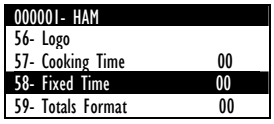
OK
ESC



This time varies according to the weight of the item. The heavier the item, longer is the cooking time. If you want, this time can be printed and shown on the display. The time is expressed in hours and minutes using the formula CT = UT x W + FT; it is printed in the form "2hr 35min".

6.1.49 Fixed time

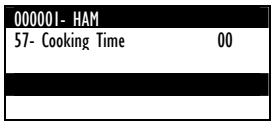
OK
ESC



This is a fixed time (FT) required to cook the item. It is added to the cooking time.

6.1.50 Totals format

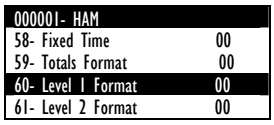
OK
ESC



This permits level 1, level 2 or level 3 totals labels to be printed automatically. The number of labels is programmed in the level below the total levels to be printed.

6.1.51 Level 1 format

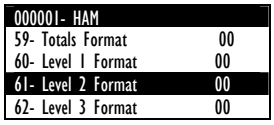
OK
ESC



Number of labels to print the level 1 total label of the item that is being programmed. (cash till total)
Press **OK** to go on to programme the next parameter.

6.1.52 Level 2 format

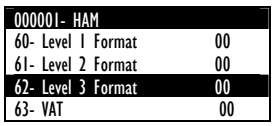
OK
ESC



Number of level 1 total labels of the item that is being programmed. (pallet total)
Press **OK** to go on to programme the next parameter.

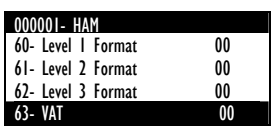
6.1.53 Level 3 format

OK
ESC



Number of level 2 total labels of the item that is being programmed. (counter total)
Press **OK** to go on to programme the next parameter.

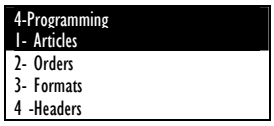
6.1.54 VAT



It allows you to select the VAT of the 5 that can be programmed.
Press **OK** to move to program the next parameter.

6.1.55 Copy Article

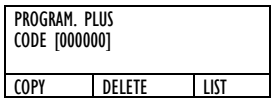
MENU
4
1



From the initial screen press the key MENU select 4 Programming, press OK , select 1 Articles and press OK again.

The labeller will show the articles programming menu.

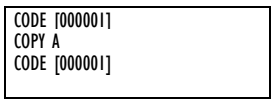
Δ COPY



Enter the code of the article to be copied (6 digits).

Press the multifunction key Δ COPY, the labeller will show the message COPY TO and it is necessary to enter the code of the second article

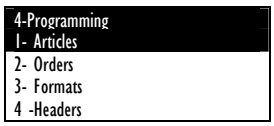
OK



Press the key OK, the labeller will show the message ARTICLE COPIED.

6.1.56 Delete Article

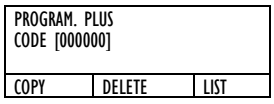
MENU
4
1



From the initial screen press the key MENU select 4 Programming, press OK , select 1 Articles and press OK again.

The labeller will show the articles programming menu.

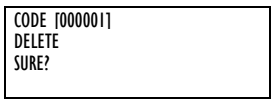
Δ DELETE



Enter the code of the article to be deleted (6 digits).

Press the multifunction key Δ DELETE, the labeller will show the message ARE YOU SURE?

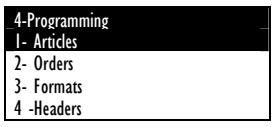
OK



Press the key OK, the labeller will show the message ARTICLE DELETED.

6.1.57 List of Articles

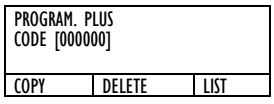
MENU
4
1



From the initial screen press the key MENU select 4 Programming, press OK , select 1 Articles and press OK again.

The labeller will show the articles programming menu.

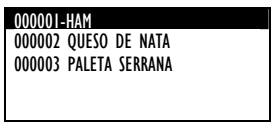
Δ LIST



Enter the code of the article to be deleted (6 digits).

Press the multifunction key Δ LIST, the labeller will show the list of articles programmed, listed by its code.

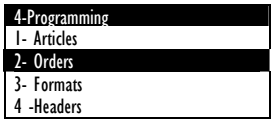
↓ ↑



To edit an article it is necessary to select it by pressing the keys ↓ ↑ and then pressing the key OK.

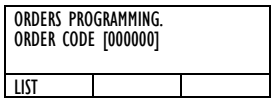
OK

6.2 ORDERS [4 2]



MENU
4
2

An order comprises a series of operations covering various articles which are all assigned to the same client.
The LP-3000 allows to program 100 orders.
From the main page, press **MENU** to access programming. Press **4** Programming and select **2. Orders** programming.



OK

Insert the appropriate order code when prompted and press **OK**. If the code refers to an order which is already programmed, the relevant data will appear. If the code refers to a new order all fields will be set at zero. The following data are required:

1. Order identification.
2. Date of order.
3. Customer´s code.
4. Order Lines

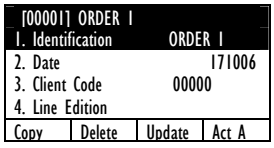
Δ LIST

Press the multifunction key Δ LIST to show in the display the list of orders programmed in the labeller, listed by its code.

↓ ↑
OK

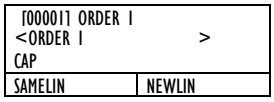
To edit an order it is necessary to select it by pressing the keys ↓ ↑ and then pressing the key **OK**.

6.2.1 Identification



OK

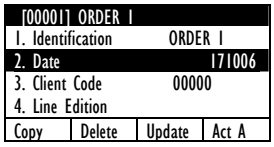
It is the name of the order (20 characters), normally it will be the customer name.
Press the key **OK**. to enter in text mode edition and press **OK**. again once the text has been entered.



OK
↓

To pass to the next field press **OK** or ↓.

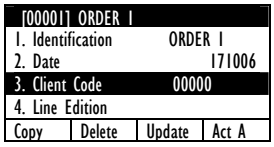
6.2.2 Date



OK

Enter six digits for the date in format ddmmyy. The default value will be the current date.
To pass to the next field press **OK** or ↓.

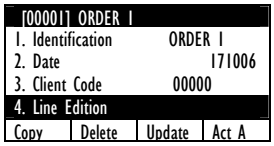
6.2.3 Client Code



OK

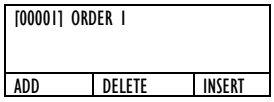
Enter a numeric field which must be the code of a Client already programmed.
It is possible to program 5000 clients.

6.2.4 Order Lines



Program the number of articles that will be in the order which is being programmed.. It is possible to add new articles, delete articles and insert articles.
An order can include up to 100 lines.

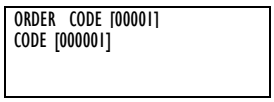
OK



Pressing the key **OK** it will appear the menu for order lines edition.

Δ ADD

The multifunction keys **Δ** have assigned the functions: ADD, DELETE and INSERT, for adding, deleting or inserting a new order line.
If we select ADD, the procedure is the following:

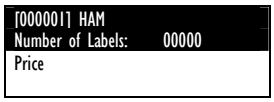


OK

Enter the code of the article (6 digits) and press **OK**.

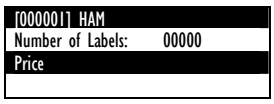
OK

The article will be add to the order line and its name will be shown, pressing again **OK** is possible to edit the data of the order line. To enter the data use the numeric keys. The data to be entered will be the following:



Number of labels, amount or weight.

↓



To pass from one to another press the key **↓**

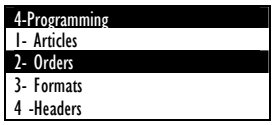
ESC

Once the data of the line have been entered press the key **ESC**

ESC

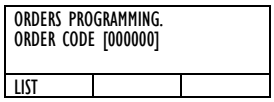
Make the same for every one of the articles of the order.
Once the data of the order have been entered press the key **ESC**

6.2.5 Copy Orders



MENU
4
2

From the main page, press **MENU** to access programming. Press **4** Programming and select **2** Orders programming.
The display will show the Orders Programming Menu.

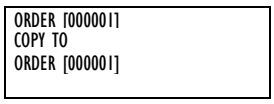


Enter the code of the order to be copied (5 digits).

Δ COPY

Press the multifunction key **Δ** COPY, the labeller will show message COPY TO and the code of the target order must be entered.

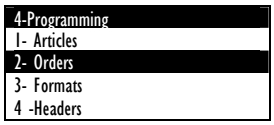
OK

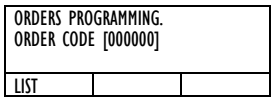


Once the order has been copied, the labeller will show the message ORDER COPIED.

6.2.6 Delete Orders

MENU
4
2





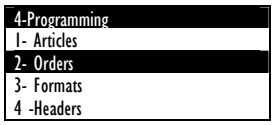
Δ DELETE

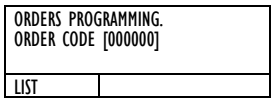
OK

This function allows to delete an order.
From the main page, press **MENU** to access programming. Press **4** Programming and select **2** Orders programming.
Insert the appropriate order code when prompted and press **OK**., press the multifunction key **Δ** DELETE, the labeller will show a message DELETE ORDER, SURE?, then press the multifunction key **Δ**YES to delete the order. The labeller will show a message ORDER DELETED. Enter the codes of the orders origin and target, press **OK**. The labeller will show the message ORDER DELETED.

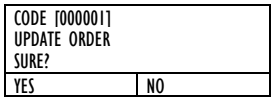
6.2.7 Update order

MENU
4
2





Δ
UPDATE



Δ YES

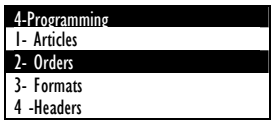
This function allows to update an order.

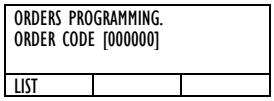
From the main page, press **MENU** to access programming., press **4** Programming and select **2** Orders programming.
Insert the appropriate order code when prompted and press **OK**., press the multifunction key **Δ** UPDATE, the labeller will show a message UPDATE ORDER, SURE?, then press the multifunction key **Δ**YES to update the order. The labeller will show a message ORDER UPDATED.

6.2.8 Update all orders

From the main page, press **MENU** to access programming., press **4** Programming and select **2** Orders programming.

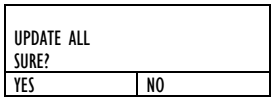
MENU
4
2
Δ





UPDATE ALL

Δ YES



Press the multifunction key UPDATE ALL, the labeller will show the message ARE YOU SURE?. To confirm the deletion press the multifunction key **Δ** YES. The labeller will show the message ORDERS UPDATED.

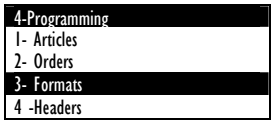
6.3 LABEL FORMATS [4 3]

In the LP-3000 labeller there are 50 possible label formats, 79 of them (from 21 to 99) are programmable by the user. This paragraph shows the procedure for making the programming of these label formats. The possible fields to be printed in the label (59 maximum) are shown in the following table:

Section	Description	Section	Description	Section	Description
1	Bar Code	**51**	Price/lb	**101**	Text 11 product
2	Amount	**52**	Price in Euros	**102**	Text 12 product
3	Weight	**53**	Amount 2	**103**	Text 13 product
4	Time	**54**	Price 2	**104**	Text 14 product
5	Counter	**55**	Euro Exchange	**105**	Text 15 product
6	Price	**56**	Amount in Euros	**106**	Text 16 product
7	Current Date	**57**	Order totals	**107**	Text 17 product
8	Best Before	**58**	Total sum of orders	**108**	Text 18 product
9	Extra Date	**59**	Total weight of order	**109**	Text 19 product
10	Department	**60**	Total order op.	**110**	Text 20 product
11	Quantity	**61**	Net weight	**111**	Text 21 product
12	Name of article	**62**	Gross price	**112**	Text 22 product
13	Text Line 1	**63**	% glazed	**113**	Text 23 product
14	Text Line 2	**64**	Int.lin EAN	**114**	Text 24 product
15	Text Line 3	**65**	Code Product	**115**	Text 25 product
16	Code of article	**66**	Animal weight control	**116**	Text 26 product
17	Heading line 1	**67**	NRA weight	**117**	Text 27 product
18	Heading line 2	**68**	Units IA 37.	**118**	Text 28 product
19	Heading line 3	**69**	Text classify. Per weight	**119**	Text 29 product
20	Heading line 4	**70**	Class Product	**120**	Text 30 product
21	Heading line 5	**71**	Int.lin Txt9,10	**121**	Text 31 product
22	Heading line 6	**72**	Weight in pounds	**122**	Text 32 product
23	Heading line 7	**73**	Text 8 interpreted	**123**	Text 33 product
24	Heading line 8	**74**	Text 9 interpreted	**124**	Text 34 product
25	Tare	**75**	Text 10 interpreted	**125**	Text 35 product
26	Gross Weight	**76**	Amount Gross	**126**	Text 36 product
27	Worker	**77**	Amount Gross (Pts)	**127**	Text 37 product
28	Manufacturer	**78**	Weight 1	**128**	Text 38 product
29	Order no.	**79**	EAN 2	**129**	Text 39 product
30	Bundle no.	**80**	Tare in pounds	**130**	Text 40 product
31	Total bundles	**81**	Text 1 product	**131**	Text 41 product
32	Name 2	**82**	Text 2 product	**132**	Text 42 product
33	Bar Code Article	**83**	Text 3 product	**133**	Text 43 product
34	Amount 2	**84**	Text 4 product	**134**	Text 44 product
35	Text Line 4	**85**	Text 5 product	**135**	Text 45 product
36	Text Line 5	**86**	Counter 2	**136**	Text 46 product
37	Text Line 6	**87**	Batch Number	**137**	Text 47 product
38	Text Line 7	**88**	Art. Labels	**138**	Text 48 product
39	Text Line 8	**89**	N1 Labels	**139**	Text 49 product
40	EAN 3	**90**	Label Number	**140**	Text 50 product
41	Text Line 9	**91**	Weight 2	**141**	Header 9
42	Text Line 10	**92**	Client Order	**142**	Header 10
43	Text Line 11	**93**	Amount 2 (lb)	**143**	Header 11
44	Logo	**94**	Cooking Time	**144**	Header 12
45	Weight per item	**95**	Weight (g)	**145**	Header 13
46	No. of items	**96**	Text 6 product	**146**	Header 14
47	Total article	**97**	Text 7 product	**147**	Header 15
48	Best before date	**98**	Text 8 product	**148**	Order Identification
49	Date of freezing	**99**	Text 9 product	**149**	Order date
50	Lower level label	**100**	Text 10 product	**150**	Order Code

Section	Description	Section	Description
151	Trays ordered	**211**	Weight client
152	Trays labelled	**212**	Counter client
153	Transport	**213**	Route
154	VAT Type	**214**	Zip Code
155	VAT	**215**	Amount w VAT
156	Customer Code	**216**	EAN Client
157	Graphic Line	**217**	Recipe
158	Rectangle	**218**	Preservation
159	Line in negative	**219**	Heading 16
160	Line in grey	**220**	Heading 17
161	"WEIGHT"	**221**	Heading 18
162	"PRICE"	**222**	Heading 19
163	"AMOUNT"	**223**	Heading 20
164	"kg"	**224**	Heading 21
165	"Pta/kg"	**225**	Heading 22
166	"Pta"	**226**	Heading 23
167	"UNITS"	**227**	Heading 24
168	"Pta/Unit"	**228**	Heading 25
169	"PACKING DATE"	**229**	Heading 26
170	"BEST BEFORE"	**230**	Heading 27
171	"CONSUME PREFERABLY"	**231**	Heading 28
172	"REGISTER VOUCHER"	**232**	Heading 29
173	"TOTAL"	**233**	Heading 30
174	"Weight kg"	**234**	Heading 31
175	"Total Pta"	**235**	Heading 32
176	"Pack Date."	**236**	Heading 33
177	"Best Before"	**237**	Heading 34
178	"TARE"	**238**	Heading 35
179	"Batch Number"	**239**	Heading 36
180	"Preserver"	**240**	Heading 37
181	"at –18ºC"	**241**	Heading 38
182	"cold"	**242**	Heading 39
183	"Offer"	**243**	Heading 40
184	"Saving"	**244**	Heading 41
185	"Discount"	**245**	Heading 42
186	"€"	**246**	Heading 43
187	"€/kg"	**247**	Heading 44
188	"€/Unit"	**248**	Heading 45
189	"Between 0/5C"	**249**	Heading 46
190	"in a place"	**250**	Heading 47
191		**251**	Heading 48
192		**252**	Heading 49
193		**253**	Heading 50
194		**254**	Number of pieces without rounding off with 2 decimals.
195		**255**	
196		**256**	
197		**257**	
198		**258**	
199		**259**	
200		**260**	
201	Customer Name	**261**	
202	Address	**262**	
203	City	**263**	
204	Province	**264**	
205	Country	**265**	
206	Telephone	**266**	
207	Fax	**267**	
208	Person in charge	**268**	
209	Text client	**269**	
210	Amount client	**270**	

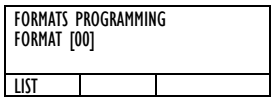
MENU
4
3



Press the key **MENU** to access Programming. press **4** Programming and select **3** Formats to access the programming of label formats.

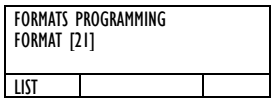
To pass from one option to another, are used the keys ↓ to go down in the menu and ↑ to go up in the menu.

Press multifunction key LIST to view on screen a list of formats that have been programmed with the labelling machine, ordered in successive order according to their format number.



The labeller will show every step in the programming of the labels.

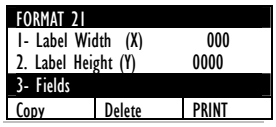
OK



1. Enter the format number to be programmed (21 to 99).
2. Press the key **OK**
3. Enter the dimensions of the label, with the equivalence 1mm=8 dots.

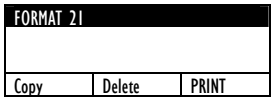
The maximum programmable value for the X dimension is:

Width Thermal Head (inches)	Maximum value (dots)
3	640
4	832



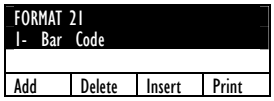
Normally the value of the Y axis must be increased in 25.

OK

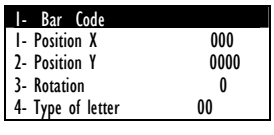


4. Press the key **OK** to select the fields to be printed on the label.
5. During the selection of fields, the multifunction keys Δ have the values:
   - Δ Add- To add a new field.
   - Δ Delete- To delete a field.
   - Δ Insert: To insert a new field.
   - Δ Print: To print a sample of the format

Δ **ADD**
OK



6. Press ADD, enter the code of the field to be included and press **OK**.
   Once the field has been selected, press **OK** again to start programming the data of the field.
   - X Position.
   - Y Position
   - Rotation
   - Type of letter, thickness of line, size of the Bar code or number of logotype, depending of the type of field..



To pass from one parameter to another press **OK** or ↓ ↑

Press **ESC** to save and exit to the main Menu

OK

The positions X and Y can have a value between 0 and the maximum dimension of the label.

The possible values of the parameter rotation are:

'0' – No rotation.
'1' – Rotation 90º.
'2' – Rotation 180º.
'3' – Rotation 270º.

THE TYPE OF LETTER is programmed entering a value between 0 and 89, this value indicates the type and size of the letter. The types of letter are:

LETTER	SIZE (WIDTH X HEIGHT)
0	12 x 17
20	16 x 28
40	9 x 14
60	16 x 32
80	6 x 9

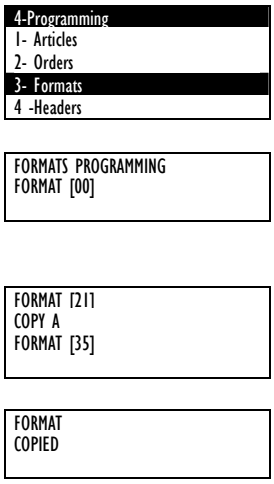
To magnify these types of letter, it is necessary to add a quantity to these values. See the following table:

NUMBER MAGNIFICATION	MAGNIFICATION
0	Width x 1, Height x 1
1	Width x 2, Height x 2
2	Width x 3, Height x 3
3	Width x 4, Height x 4
4	Width x 5, Height x 5
5	Width x 1, Height x 2
6	Width x 2, Height x 1
7	Width x 2, Height x 3
8	Width x 3, Height x 2
9	Width x 4, Height x 3
10	Width x 3, Height x 4
11	Width x 5, Height x 4
12	Width x 4, Height x 5
13	Width x 2, Height x 4
14	Width x 2, Height x 5
15	Width x 1, Height x 1
16	Width x 1, Height x 1
17	Width x 1, Height x 1
18	Width x 1, Height x 1
19	Width x 1, Height x 1

When an item text line is entered as a field (for texts 1 to 11), it is possible to programme the text width.

Note: If an item with a fixed price is entered, the fixed text fields that refer to "Kg" are automatically replaced by "units".
e.g. field 161 "weight" for field 167 "units".

6.3.1 Copy Format

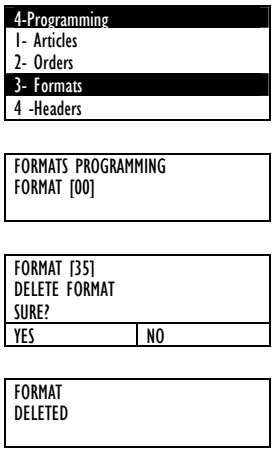


It is possible to copy a label format in another , the procedure is the following:

MENU
4
3
21
OK
Δ COPY
OK

Press the key **MENU** to access the menu, press the key **4** to access programming.
Press the key **3** Formats to access the programming of label formats.
Enter the code of the format to be copied.
Press **OK**.
Press the multifunction key **Δ** COPY.
Enter the value of the target format.
Press **OK**.
The labeller will show the message FORMAT COPIED.

6.3.2 Delete Format

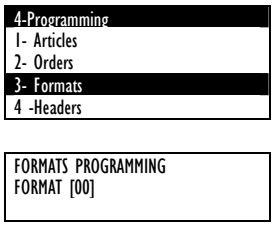


It is possible to delete a label format , the procedure is the following:

MENU
4
3
35
OK
Δ DELETE
Δ YES

Press the key **MENU** to access the menu, press the key **4** to access programming.
Press the key **3** Formats to access the programming of label formats.
Enter the code of the format to be deleted.
Press **OK**.
Press the multifunction key **Δ** DELETE.
The labeller will show the message ARE YOU SURE?
Press **Δ** **YES**.
The labeller will show the message FORMAT DELETED.

6.3.3 Print Format



It is possible to print a sample of a format, the procedure is the following:

MENU
4
3
35
OK
Δ PRINT

Press the key **MENU** to access the menu, press the key **4** to access programming.
Press the key **3** Formats to access the programming of label formats.
Enter the code of the format to be printed.
Press **OK**.
Press the multifunction key **Δ** PRINT.
The labeller will print a sample of the label format.

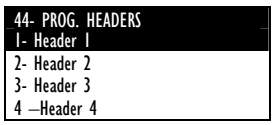
6.4 HEADING LINES [4 4]

It is possible to program 50 lines of text comprising 24 characters each to appear on labels, the format and font can be set independently for each line.

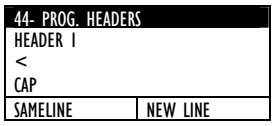
MENU
4
4

To program the headers the procedure is the following:
Press the key **MENU**, select 4 Programming and select 4 Headers.

OK



It will appear the menu Header Selection, with the key ⬇ select the number of header to be programmed and press the key **OK** to edit the header.



In the edition of the headers, the text will be entered using the alphanumeric keyboard. In texts editing mode, using the multifunction keys Δ, it is possible to enter the characters NEW LINE and Not centering SAME LINE).
To change between low case and capital letters press the key ⇧ (Shift).

To pass to the next header press ⬇ or **OK**

6.5 TRACEABILITY [4 5]

The LP-3000 allows to program 50 products with traceability.

Items that are defined with traceability belong to a class or type, such as meat, fish, fruit ...
A general text table has to be created for these classes in order to define the text that is common to each class. For example, *slaughtered in:, caught in: produced in:.*

Every labeller has a table with 200 text lines, which will be referred to as a *Text table*, with lines of 32 characters.

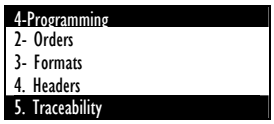
The properties or characteristics of the product are then entered, and up to 30 text lines:

- Lines 1 to 10: 20 characters
- Lines 11 to 30: 32 characters.

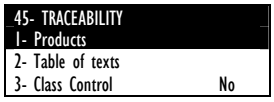
Depending on the animal class, 20 indices can also be programmed for the texts in the text table.

The process to programme texts and animals with general traceability is as follows:

MENU
4
5

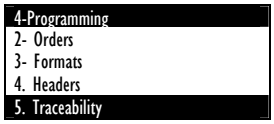


Press the key **MENU**l, select 4 Programming and select 5 Traceability.



The scale will show the menu of Traceability programming, showing the programming of Products, Texts table and Classes control.
Use the arrows and the key **OK** to select the programming of each one of them.

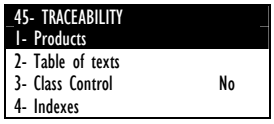
6.5.1 Products

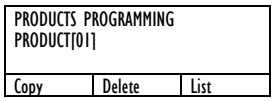


The product code, type (product class) product texts and NRA weight are programmed in the products submenu.

To program a product the procedure is the following:

MENU
4
5
1
01
OK



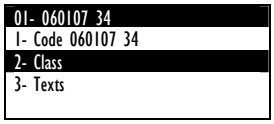


Press the key **MENU**, select **4** Programming and select **5** Traceability, press the key **OK**
Using the arrows, select the option Products and press **OK**.
The labeller will enter in the Product Programming Menu.
In this menu, the multifunction keys have the functions:
COPY: To copy a product.
DELETE: To delete a product.
LIST: To show a list of the products programmed.

OK
…

Enter the Product Number (1 to 50) and press **OK**.
Then the data of the product will be programmed.

OK

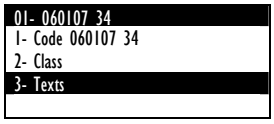


Select the CODE with the arrows and then press the key **OK**. Use the alphanumeric keyboard to enter the product code.

Programme the CLASS field as a two-digit number. This field calls up the product class from the index table (1-20). To go to the next field, press **OK** or ↓

↓

OK

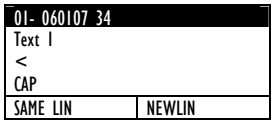


Select the TEXTS field to access programming of product texts, press **OK** to access programming of product texts, press ↑ or ↓ to select the text to be edited, and press **OK** to edit each of the 30 texts (1 a 30). These texts can be used as answers to the questions asked in texts 31 to 50.

OK

In editing mode, using the multifunction keys **Δ**, it is possible to enter the characters NEW LINE and Not centering SAME LINE).
To change between low case and capital letters press the key ⇧ (Shift).
To pass to the next field press ↓ and to exit press **ESC**

ESC



The NRA WEIGHT field can be programmed by entering the total weight to be labelled for each animal or product, using the number keys.
Press **OK** to save.

This field is updated as item labels are printed with the traced product, and therefore the NRA WEIGHT value decreases on the weight on each label.

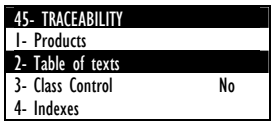
The difference between the NRA total and the amount discounted on the label can be observed in “product” pt. 6, “NRA Residual Weight”.

The machine can be configured to issue a message before labelling if the sale will exceed the total weight of the NRA, and an option is then provided whether labelling should proceed or not (see pt. 6.5.6 NRA weight exceeded)

6.5.2 Text table

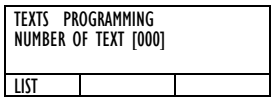
The *text table* is defined below, and it also can be used as a legend to define the item characteristics.

In this table, 200 texts of up to 32 characters each can be programmed. These texts will be associated to the product through the INDEX submenu (Section. 6.5.4).



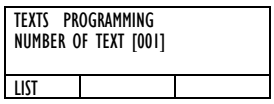
MENU
4
5
2

From the main page, press **MENU**, then press **4** to access programming, select option **5** Traceability . The labeller will show the Traceability submenus. Select Table of Texts **2** and press **OK**.



Enter the number of texts that is going to be programmed by the numeric keyboard. For example press 1 to define the first line and press **OK**

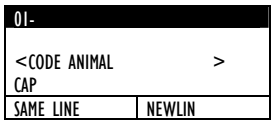
OK



Once the text is entered, press the key **OK**.

Do the same with all the texts.

OK



When the text table is programmed press **ESC** to exit.

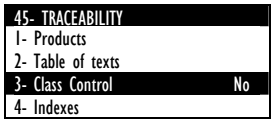
6.5.3 Control of Traceability Type

This parameter determines the way of making the control of the Traceability classes

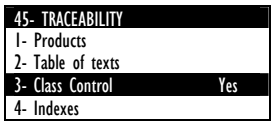
OK

This parameter is used to differentiate a product with type X traceability from a product with type Y traceability.

From the main page, press **MENU**, then press **4** to access programming, select option **5** Traceability . The labeller will show the Traceability submenus. Select Control of Traceability Type 3.
With the keys ← → it is possible to select YES or NO.
Once all the data are programmed, press **ESC** for leaving programming mode.



MENU
4
5
3



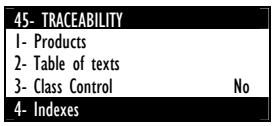
← →

ESC

6.5.4 Indexes

This parameter associates texts 31 to 50 with the texts in the text table.

A maximum of 20 indexes can be programmed for the texts in the text table.



MENU
4
5
4

Press **MENU** to access the main menu, press **4** to access programming, select option **5** Traceability. The traceability submenus will appear. Select index **4**

OK

In this parameter, enter the product class or type (Section 6.5.1, parameter TYPE) to associate it with the index that is to be programmed, and then press **OK**.

Enter the numbers of the text tables (0-200) that are to be associated with the selected indexes from the text table.

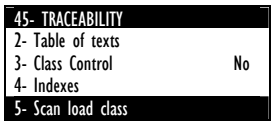
OK or **🡻**

To go to the next index, press **OK** or **🡻** .

ESC.

After programming the indexes, press **ESC**.

6.5.5 Scan load class



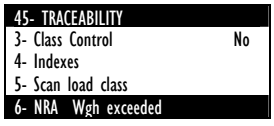
This parameter permits a scanned product to be associated with an index number (see sect. 6.5.4 index) where the texts are associated with the text table.

MENU

4
5
5

To do this, press **MENU** to go to the main menu, then press **4** to go to programming, then select option **5**, traceability. The traceability submenus will appear. Press **🡻** to reach point **5** and then use the number keys to enter the index number that is to be associated with the scanned product.

6.5.6 NRA weight exceeded



This function offers the option of configuring the machine so that it will issue a message if the sale exceeds the total NRA weight.

MENU

Press **MENU** to go to the main menu, then press **4** to go to programming mode, then select option **5**, traceability. The traceability submenus will appear. Select section **6**. The following options are provided:

4
5
6

- -Warn (message informs if the weight has been exceeded and provides the option for printing the label or not printing it).
- -Prevent (message informs that the NRA weight has been exceeded and label printing is not permitted).
- -Ignore (the NRA weight can be exceeded and no warning is issued).

ESC

Press **ESC** to exit.

6.5.7 EXAMPLE of PLU with traceability

We will now define a PLU with traceability, specifically, one that belongs to a *type* of traceability.

This *type* refers to the fact that our PLU may belong to a certain class, such as: beef, fish, fruit, etc.

Series LP-3000 permits 20 different types to be created. We will now define a *Type* 01 PLU.

To start with, when defining a PLU, we must provide the scales the following details:

-That it is an item with traceability (see section 6.1.14. *Traceability*).
-Type of traceability (see section 6.1.15. *Type of traceability).*
-Number of traced product (see section 6.1.16. *Number of traced product).*

The PLU that we will create is BEEF class, and the TYPE refers to an animal with a certain set of characteristics, i.e. origin, age, breed, etc.

We will assume that the animal to be programmed has the following characteristics:

⇨ *Animal code:*	*123456*
⇨ *Country of slaughterhouse:*	*Spain*
⇨ *Country of birth:*	*Spain*
⇨ *Breed:*	*Not specified*
⇨ *Age:*	*3 years*
⇨ *Slaughtered in.:*	*Spain*

First, in the texts table we will enter the texts to be used as a key in order to determine the item characteristics.

These texts are entered on the Texts Table as follows:

001	Animal Code:
002	Country of slaughterhouse:
003	Country of birth:
004	Breed:
005	Age:
006	Slaughtered in:

1. **MENU** **4** **5** **2** .
2. Enter the text code (001, 002,…) and press **OK** .
3. Write the text and press **OK** .
4. To define the next line press **OK** and repeat the process from point 2. When the table has been programmed, press **ESC** to exit.

Then, select the desired order of the texts in the index table (see section 6.5.4 *Indexes*). To do this:

INDEX TABLE 01	
1 – Text 31	001
2 – Text 32	002
3 – Text 33	003
4 – Text 34	004
5 – Text 35	005

1. **MENU** **4** **5** **4** .
2. In this parameter, enter the product class or type to which the index to be programmed is to be associated (in this case *Type* 01). Press **OK** .
3. Enter the numbers of the text table to be associated with the product texts. To go to the next text, press **OK** .
4. To exit, press **ESC** .

Finally, enter the animal characteristics as follows:

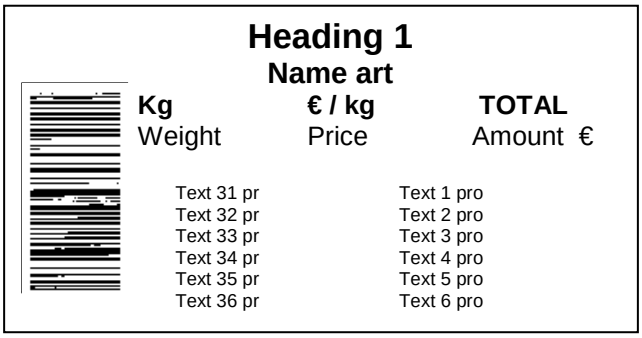
22 BEEF	
1 – Animal Code:	123456
2 – Country of slaughterhouse:	Spain
3 – Country of birth:	Spain
4 – Breed:	Not spec.
5 – Age:	3 years

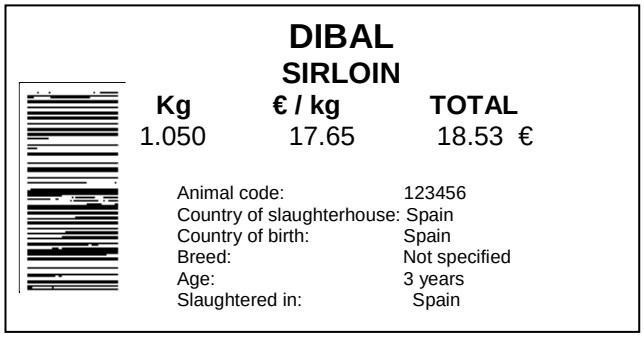
1. **MENU** **4** **5** **1** .
2. Enter the code no. (1-99) and press **OK**.
3. Programme the *code* field (max 14 characters). To do this: press **1** , enter the code and press **OK**.
4. With the ↓ key, select the *Type* field, enter the type as a two-digit number (In this case, *Type* 01) and press **OK**.
5. Press **OK** to enter the characteristics of the PLU with *Type* 01 traceability.

This set-up applies to all PLUs that belong to the same class.

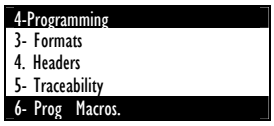
Note: To ensure that these texts are printed on the label, the fields corresponding to the product texts used must be edited in label format.

Example:





6.6 MACROS PROGRAMMING [4 6]

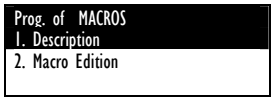


The labeller LP-3000 allows to program 16 macros.
A macro is a sequence of keys that are assigned to a function key **F1**,...,**F8**. Macro 1 is assigned to **F1**, macro 2 is assigned to **F2** ,....., macro 9 is assigned to **Shift** + **F1** and so on.

MENU
4
6
OK

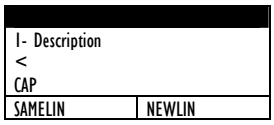
To access the macros programming, it is necessary to press the key **MENU**, to access the main menu, then press **4**,to access the programming menu and **6** to access Macros Programming.
It is necessary to enter the macro number (1 to 16) and press **OK** , the labeller will show the menu of Macro Programming (description and edition).

6.6.1 Description



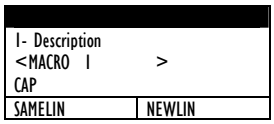
OK

Select the parameter description using the keys ↑ ↓ and pressing the key **OK** .



It is possible to enter a 24 characters description by using the alphanumeric keyboard.
Once the description text has been pentered, it is necessary to press the key **OK** .

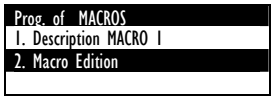
OK



↓

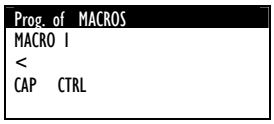
To pass to the Macro edition, press the key ↓

6.6.2 Edition of Macro



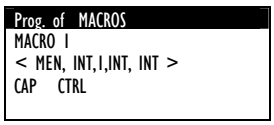
The sequence of keys of the macro is programmed in this parameter.
To gain access to the edition of the macro it is necessary to select the parameter Macro Edition by means of the keys ↑ ↓ and press the key **OK** .

OK



In the display it will be shown the sequence of keys of the macro.
Example: Macro for labelling the article 000001.
Press **CTRL** until remove the indication CTRL from the display.

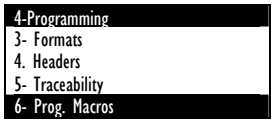
CTRL
MENU, **OK**, **1**, **OK**, **OK**.
CTRL
OK



In the edition line it is necessary to press the keys: **MENU**, **OK**, **1**, **OK**, **OK**.
Press **CTRL** again.
Once the whole sequence has been entered, press **OK** to save it.

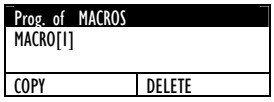
> ! To edit the keys **OK** and **ESC** in the macro, it is necessary to press previously the key **CTRL** (the indication CTRL disappears from the display, because if not the key **OK** records the macro and the key **ESC** leaves the Programming

6.6.3 Copy Macro



MENU
4
6

From the initial display, press **MENU**, and the main menu will appear on screen. Select **4** Programming, press **OK**, select **6** Prog. MACROS and press **OK** again.

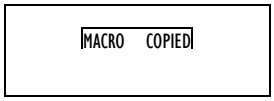


The Macro programming menu will appear on screen.
Enter the Macro code to be copied (1 digit)

Δ

Press multifunction key **Δ** COPY, and the labelling machine will display the message COPY TO. Enter the destination item code.

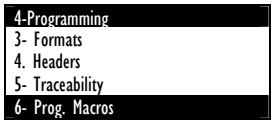
OK



Press **OK**, and the labelling machine will display the message MACRO COPIED.

6.6.4 Delete Macro

MENU
4
6

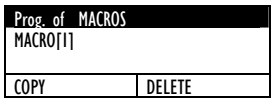


From the initial display, press **MENU**, and the main menu will appear on screen. Select 4 Programming, press **OK**, select 6 Prog. MACROS and press **OK** again.

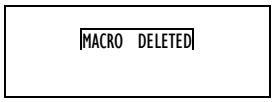
The Macro programming menu will appear on screen.

Enter the Macro code to be deleted (1 digit)

Δ



Press multifunction key Δ DELETE, and the labelling machine will display the message MACRO DELETED.



6.7 CLIENTS PROGRAMMING [4 7]

The LP-3000 allows to program up to 5000 clients, which data can be printed in the labels

The procedure for clients programming is the following:

MENU
4
7

Press the key **MENU**, to access the Main Menu, then press the key 4,to access the programming menu and the key 7 to access the Clients Programming.

Enter the client code and press **OK**.

The fields to be programmed are:

Client Name.
Address
City.
Province.
Country
Telephone.
Fax.
ZIP Code.
Person in charge.
Route
Text.
Format Label Client.
EAN of Client.
Cancel end order

The procedure for entering the text is the following: Press the key **OK**, then the labeller will enter in texts edition mode. The text will be entered using the alphanumeric keyboard.

In texts editing mode, using the multifunction keys Δ, it is possible to enter the characters NEW LINE and Not centering SAME LINE).

To change between low case and capital letters press the key ⇧ (Shift).

To pass to the next field press **OK** or 🡻 .

OK

6.7.1 Client name

Text of 24 alphanumeric characters.

6.7.2 Address

Text of 24 alphanumeric characters.

6.7.3 City

Text of 24 alphanumeric characters.

6.7.4 Province

Text of 24 alphanumeric characters.

6.7.5 Country

Text of 20 alphanumeric characters.

6.7.6 Telephone

Text of 12 alphanumeric characters.

6.7.7 Fax

Text of 12 alphanumeric characters.

6.7.8 ZIP Code

Text of 8 alphanumeric characters.

6.7.9 Person in charge

Text of 24 alphanumeric characters.

6.7.10 Route

Text of 2 alphanumeric characters.

6.7.11 Text

Text of 24 alphanumeric characters.

6.7.12 Client´s label format

Number of 2 characters.

6.7.13 Client´s EAN Code

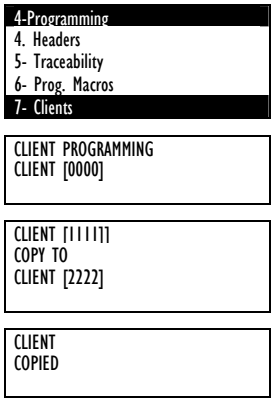
Text of 12 alphanumeric characters. (*See 6.1.11 EAN Code*)

6.7.14 Cancel End Order

It is possible to cancel the end order message is sent each time an order is completed.
Select Yes or No

6.7.15 Copy Client

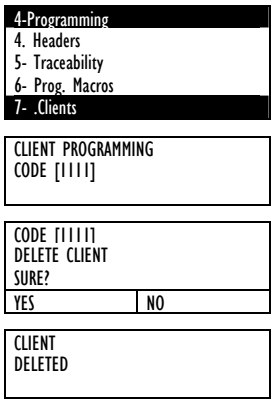
MENU
4
7
1111
Δ COPY
OK



From the main page, press **MENU** to access programming. Press **4** Programming and select **7** Clients programming.
The display will show the Clients Programming Menu.
Enter the code of the client to be copied (5 digits).
Press the multifunction key **Δ** COPY, the labeller will show message COPY TO and the code of the target client must be entered.
Once the client has been copied, the labeller will show the message CLIENT COPIED.

6.7.16 Delete Client

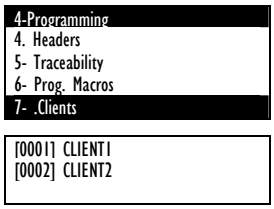
MENU
4
7
1111
OK
Δ DELETE
Δ YES



From the main page, press **MENU** to access programming. Press **4** Programming and select **7** Clients programming.
The display will show the Clients Programming Menu.
Enter the code of the client to be deleted (5 digits).
Press the multifunction key **Δ** DELETE, the labeller will show the message ARE YOU SURE? and the multifunction key **Δ** YES must be pressed.
Once the client has been deleted, the labeller will show the message CLIENT DELETED.

6.7.17 Clients List

MENU
4
7
Δ LIST



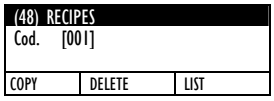
From the main page, press **MENU** to access programming. Press **4** Programming and select **7** Clients programming.
The display will show the Clients Programming Menu.
Press the multifunction key **Δ** LIST, the labeller will show the list of clients stored in the memory of the labeller.

6.8 RECIPES [4 8]

Labelling machine LP-3000 permits a maximum of 999 recipes to be programmed with a length of up to 1000 characters, that can be printed on a label.

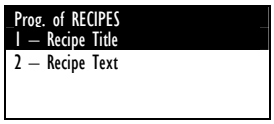
These recipes may consist of text, ingredients, or a combination of text and ingredients.

MENU
4
8



The procedure for programming recipes is as follows:

To access recipe programming, first press **MENU** to access the main menu, and then press **4**,to access the programming menu, and **8** to access recipe programming.



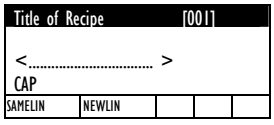
OK

First, enter the recipe code and press **OK** to go to the recipe programming menu: Recipe title and Recipe text.

6.8.1 Recipe Title

↑ ↓
OK

To edit the recipe title, select the parameter **Recipe Title** using ↑ ↓ keys and press **OK** .



A description of 24 characters may be entered, using the alphanumerical keys.

When the text of the Recipe Title has been programmed, press **OK** .

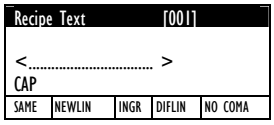
OK
↓

To proceed with editing the recipe text, press ↓

6.8.2 Recipe Text

↑ ↓
OK

To access recipe text editing, select the parameter **Recipe Text** using ↑ ↓ and press **OK** .



A text of up to 1000 characters may be entered, using the alphanumerical keys.

Δ

When editing texts, if multifunction keys Δ are used in the corresponding position for each one, it is also possible to add characters for: line change (NEW LINE), non-centring (SAME LINE), do not link next text line with ingredient (DIFLIN) and delete comma that accompanies the ingredient (NO COMMA).

To toggle between capital letters and small letters, press ⇧ (Shift)

Δ

To enter ingredients, press Δ, and in the INGR position, enter the 4-character code for the ingredient. There are codes for 4000 ingredients listed in annexe 1.

Each ingredient only occupies two characters of the text line, and therefore up to 500 ingredients can be entered, regardless of their length.

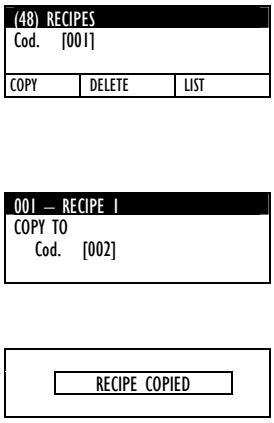
OK

To save, press **OK**.

ESC

To exit, press **ESC**.

6.8.3 Copy recipe



MENU

4

8

Δ COPY

OK

The details of one recipe can be copied to another. To do so, proceed as follows:

Press **MENU** to access the menu. Press **4** to access programming.

Press **8** Recipes to access recipe programming.

Enter the recipe code to be copied

Press the multifunction key Δ COPY

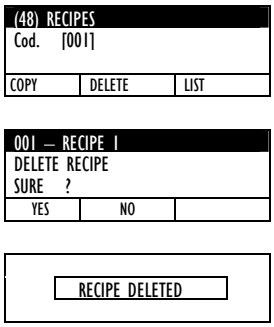
Enter the destination recipe code

Press **OK**

The labelling machine will display the message RECIPE COPIED.

If the destination recipe code is already in use, the labelling machine will display the message RECIPE ALREADY EXISTS

6.8.4 Delete Recipe



MENU

4

8

Δ DELETE

Δ YES

It is possible to delete recipes. To do this, proceed as follows:

Press **MENU** to access the menu. Press **4** to access programming.

Press **8** Recipes to access recipe programming.

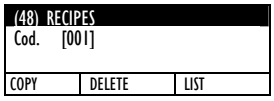
Enter the recipe code to be deleted

Press the multifunction key Δ DELETE

Press Δ YES.

The labelling machine will display the message RECIPE DELETED.

6.8.5 Recipe list



MENU

4

8

Δ LIST

It is possible to view on-screen the list of recipes programmed on the labelling machine. To do this, proceed as follows:

Press **MENU** to access the menu. Press **4** to access programming.

Press **8** Recipes to access recipe programming.

Press the multifunction key Δ LIST.

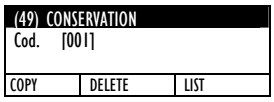
The Recipe List will be displayed on screen.

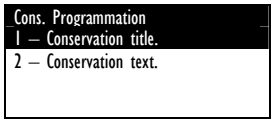
6.9 CONSERVATION [4 9]

Labelling machine LP-3000 permits the programming of a maximum of 100 texts on conservation of up to 1000 characters in length, for printing on the label.

These conservation texts may consist of text, ingredients or a combination of texts and ingredients.
The procedure for programming conservation texts is as follows:

MENU
4
9





To access conservation text programming, first press **MENU** to access the main menu, and then press **4**,to access the programming menu, and **9** to access conservation text programming.

OK

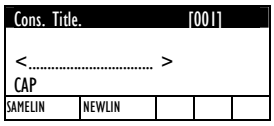
First, enter the conservation text code and press **OK** to go to the conservation text programming menu: conservation Title and conservation Text.

6.9.1 Conservation Title

↑ **↓**

To edit the preservation text title, select the parameter **Conservation Title** using **↑** **↓** keys and press **OK**.

OK



A description of 24 characters may be entered, using the alphanumerical keys.

OK
↓

When the text of the Preservation Text Title has been programmed, press **OK** .
To proceed with editing the conservation text, press **↓**

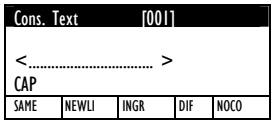
6.9.2 Conservation Text

↑ **↓**

To edit the preservation text, select the parameter **Conservation Text** using **↑** **↓** keys and press **OK**.

OK

A text of 1000 characters may be entered, using the alphanumerical keys.



When editing texts, if multifunction keys **Δ** are used in the corresponding position for each one, it is also possible to add characters for: line change (NEW LINE), non-centring (SAME LINE), do not link next text line with ingredient (DIF. LINE) and delete comma that accompanies the ingredient (NO COMMA).
To toggle between capital letters and small letters, press **⇧** (Shift)
To enter ingredients, press **Δ**, and in the INGR position, enter the 4-character code for the ingredient. There are codes for 4000 ingredients listed in annexe 1.
Each ingredient only occupies two characters of the text line, and therefore up to 500 ingredients can be entered, regardless of their length.

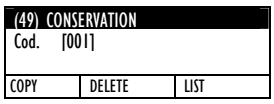
OK

To save, press **OK** and to exit, press **ESC** .

ESC

6.9.3 Copy conservation

The details of one conservation text can be copied to another. To do so, proceed as follows:



MENU

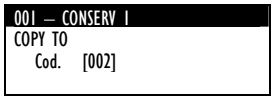
Press **MENU** to access the menu. Press **4** to access programming.

4

9

Press **9** Conservation to access preservation text programming.

Enter the conservation text code to be copied



Δ COPY

Press the multifunction key Δ COPY

Enter the destination conservation text code

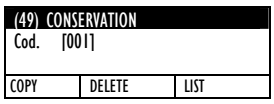
OK

Press **OK**

The labelling machine will display the message CONSERV. COPIED.

If the destination conservation text code is already in use, the labelling machine will display the message CONSERV. ALREADY EXISTS

6.9.4 Delete conservation



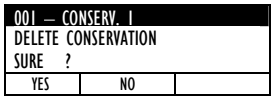
It is possible to delete a conservation. To do this, proceed as follows:

MENU

4

Press **MENU** to access the menu. Press **4** to access programming.

9



Press **9** conservation to access conservation text programming.

Δ DELETE

Enter the conservation text code to be deleted

Press the multifunction key Δ DELETE

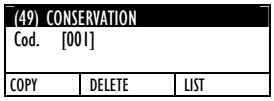
Δ YES

Press Δ YES.

The labelling machine will display the message CONSERV. DELETED.

6.9.5 Conservation list

It is possible to view on-screen the list of conservation texts programmed on the labelling machine. To do this, proceed as follows:



MENU

Press **MENU** to access the menu. Press **4** to access programming.

4

9

Press **9** conservation to access conservation text programming.

Δ LIST

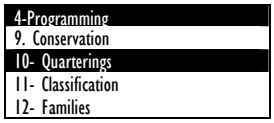
Press the multifunction key Δ LIST.

The List of conservation Texts will be displayed on screen.

6.10 QUARTERINGS [4 10]

This is designed to automate the labelling of the parts of an animal. Up to 100 cuts with up to 100 lines (parts) each can be programmed.

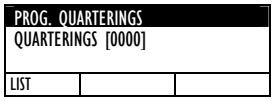
MENU
4
10



From the initial display, press MENU. To enter programming mode press 4 and search for parameter 10 using ↓ ↑ in order to enter programming of cuts. The display will request the order code to be programmed.

There are two options:

Δ



-Press multifunction key Δ LIST in order to view an on-screen list of programmed orders on the labeller, ordered in ascending order per code number.

↓ ↑
OK

To edit an order, select it using ↓ ↑ and press OK.

-Enter the code and press OK. If the order exists, data that have already been programmed will be shown. If it is a new order, all data will be set to zero or blank.

After selecting the code, a menu appears for programming the following:

1. Identification of cut.
2. Date of cut.
3. Client code.
4. Line edition.

ESC

After programming all fields, press ESC to exit programming mode.

6.10.1 Identification

This works the same way as order identifications (see pt 6.2.1).

6.10.2 Date

This works the same way as order identifications (see pt 6.2.2).

6.10.3 Client code

This works the same way as order identifications (see pt 6.2.3).

6.10.4 Line Edition

This works the same way as order identifications (see pt 6.2.4).

6.10.5 Copy cut

This works the same way as order identifications (see pt 6.2.5).

6.10.6 Delete cut

This works the same way as order identifications (see pt 6.2.6).

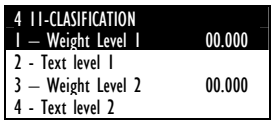
6.11 CLASSIFICATION [4 11]

This parameter permits the classification of different weight ranges, associating a text with each weight interval.

Up to 6 weight levels can be programmed.

The text will be printed in field 69 and in label format, according to the weight interval to which the item belongs.

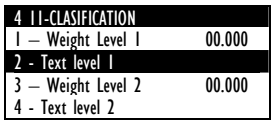
MENU
4
11



To programme the classification per weight, press MENU 4 and select parameter 11.

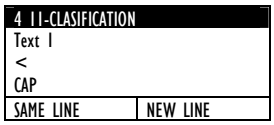
Enter weight level 1 with the number keys and press OK

Go on to edit the text associated with level 1 by pressing OK.



When editing the texts, use the multifunction key Δ, in each corresponding location, and it will then be possible to add line change characters (NEWLIN) and non-centring (MISLIN). After writing the text, press OK to exit.

Δ NEWLIN
OK



If less than 6 levels are required, enter 0 kg weight in the next level after finishing.

ESC

Press ESC to exit to the main menu.

Example:

Level 1: 1.000kg	Level 4: 4.000kg
Level 2: 2.000kg	Level 5: 0.000kg
Level 3: 3.000kg	Level 6: 0.000kg

A PLU with a weight of 2,500 kg prints the text associated with level 3 in field 69. A weight of 3 kg will print text 4 and a PLU of 4 kg or more will print level 5.

6.12 FAMILIES [4 12]

This type of programming selects and prints one item or another depending on its weight.

To program an item's families:

MENU

4

12

Press the **MENU** key to access the menu. Press **4** to access programming.
Press the **12** families key to access programming of families:

In order to program the families, enter the following data:

Code: from 01 to 60

Name: 24-character text to identify the family.

PLU 0: Initial item code of the family.

Weight 1: If this weight is exceeded, you are moved onto the next item.

PLU 1: Item code for when the weight exceeds the previous data.
Up to 10 pairs of Weight – PLU.

ESC

Press **ESC** to exit to the main menu.

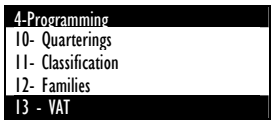
(See 7.4.25 families mode)

Example:

Code:	10
Name:	Family 10
PLU 0:	000001
Weight 1:	00.100
PLU 1:	000003
Weight 2:	01.500
PLU 2:	000010
Weight 3:	000000
PLU 3:	00.000
.....	.....
.....	.....

If the weight is between 0 and 100 gr., it selects and prints the PLU 0 (cod. 000001). If the weight is between 100 and 1500 gr., it prints PLU 1 (cod. 000003) and so on.

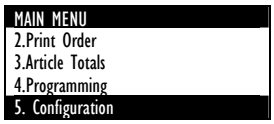
6.13 VAT [4 13]



This parameter allows to program the VAT. There are 5 programmable VAT rates.

7 CONFIGURATION [5]

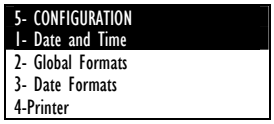
MENU
5



In this paragraph are programmed all the configuration parameters of the section where the labeller is installed.
From the initial screen, press the key **MENU**, the labeller will show the main menu. Select **5** Configuration.

↓ ↑

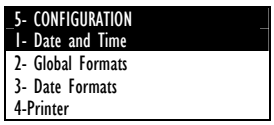
OK



The screen will show the menu of Configuration of the Labeller.

To pass from one option to another use the keys ↓ and ↑.
To select an option press **OK** when this option is highlighted.

7.1 DATE AND TIME [5 1]



This operation allows to adjust the date and time of the internal clock of the labeller.

7.1.1 Date

MENU
5
1
1
OK

ESC

The programming procedure is the following:
Press **MENU**
Press **5** to select Configuration, press **1** to select Date and Time.
Select **1** Date.

Enter the data of day, month and year and press **OK** to validate the data and the arrows ↑ ↓ to pass from one to another.
Press **ESC** to exit.

7.1.2 Time

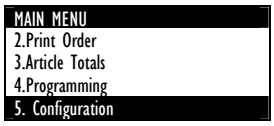
MENU
5
1
2
OK

ESC

The programming procedure is the following:
Press **MENU**
Press **5** to select Configuration, press **1** to select Date and Time.
Select **2** Time.

Enter the data of hour, minutes and seconds and press **OK** to validate the data and the arrows ↑ ↓ to pass from one to another.
Press **ESC** to exit.

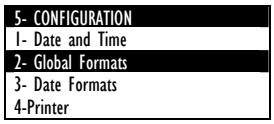
7.2 GLOBAL FORMATS [5 2]



In this programming are established the parameters used for the labels printing.

To access this programming the procedure is the following:

MENU
5
2

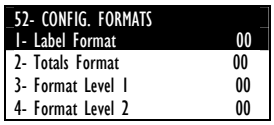


Press **MENU**.
Press **5** Configuration.
Press **2** Global Formats

OK

To pass from one to the next, press **OK** or ↓

7.2.1 Label format



With this parameter, whose value goes from **0** to **99**, you can decide in which format by default the labels will be printed, in such a way that if it is set at:

'**0**' ⇒ then the label will be printed in the format assigned to each item.

> If the PLU label format field has been assigned an '**0**' then the printing format will by default be '**1**'.

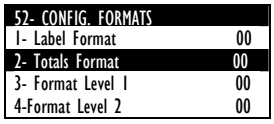
From '**1**' to '**20**' ⇒ then the format in which all item labels will be printed will be the one selected from among the existing pre-designed ones, regardless of the one assigned to each ARTICLE when creating the items.

From '**21**' to '**99**' ⇒ then the format in which all item labels will be printed will be one of those designed, regardless of that assigned to each ARTICLE at the creation stage of the items.

OK

Press **OK** to store the data and pass to the next.

7.2.2 Totals labels format

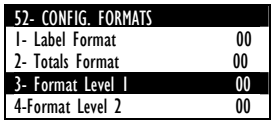


With this parameter, whose value goes from 0 to 99, you can decide in which format by default the total labels will be printed. If the value is 0 the total labels will have the same format as the normal labels.

OK

Press **OK** to store the data and pass to the next.

7.2.3 Format level 1

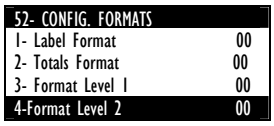


With this parameter, whose value goes from 0 to 99, you can decide in which format by default the total labels of level 1will be printed. If the value is 0 the total labels will have the same format as the normal labels.

OK

Press **OK** to store the data and pass to the next.

7.2.4 Format level 2

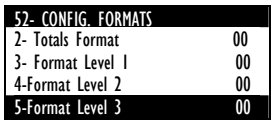


With this parameter, whose value goes from 0 to 99, you can decide in which format by default the total labels of level 2 will be printed. If the value is 0 the total labels will have the same format as the normal labels.

OK

Press **OK** to store the data and pass to the next.

7.2.5 Format level 3

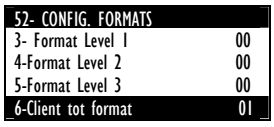


With this parameter, whose value goes from 0 to 99, you can decide in which format by default the total labels of level 3 will be printed. If the value is 0 the total labels will have the same format as the normal labels.

OK

Press **OK** to store the data and pass to the next.

7.2.6 Format total client



This parameter indicates the number of the total label format associated with a client.

OK

Press **OK** to store the data and pass to the next.

7.3 DATE FORMATS [4 13]

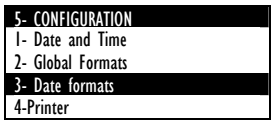
In this parameter is selected the format to be used in the printing of the dates.

To program these formats:

MENU

5

3



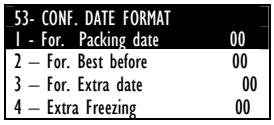
Press **MENU**.

Press **5** Configuration.

Press **3** Date Formats

To pass from one parameter to the next one, Press **OK** or ↓

OK



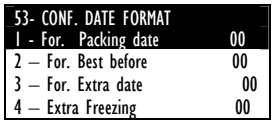
For all of these parameters the possible values are:

0	**DD.MM.YY**
1	**DD.MMM.YY**
2	**MMM.YY**
3	**MM.DD.YY**
4	**DD.MMM**
5	**WW D**
6	**DD-MM-YYYY**
7	**DD MMM YYYY**
8	**DDD**
9	**YY MM DD**
10	**DDD/YYYY**
11	**WW**
12	**YYYY.MM.DD**
13	**YYYY/MM/DD**
14	**YYYY.MMMM.DD**
15	**YYYY.MMM.DD**
16	**DD**
17	**MM./YYYY**
18	**MMM YY**
19	**HH**

D	Day of the week (4)
DD	Day of the month (19)
DDD	Day of the year (325)
MM	Month (11)
MMM	Month in letter (NOV)
MMMM	Month (November)
YY	Year (01)
YYYY	Year (2001)
SS	Week (25)
WW	Week of the year(52)
HH	Hour (12)

Table 6.3

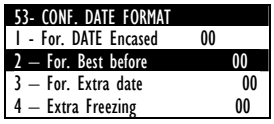
7.3.1 Format Packing date



OK or ↓

Select the format for packing date according to table 6.3.
To pass to the next parameter press **OK** or ↓

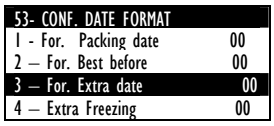
7.3.2 Format Best Before



OK or ↓

Select the format for best before date according to table 6.3.
To pass to the next parameter press **OK** or ↓

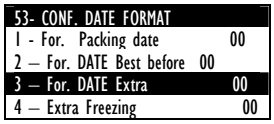
7.3.3 Format Extra Date



OK or ↓

Select the format for extra date according to table 6.3.
To pass to the next parameter press **OK** or ↓

7.3.4 Format of Date of freezing



OK or ↓

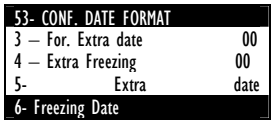
Select the format of the freezing date using Table 6.3.
To go on to the next date, press **OK** or ↓

7.3.5 Extra Date

OK

This parameter is for programming the Extra Date (it can be programmed as a specific date (ddmmyy), e.g., 190203, or as a number of days from the present date (5 means 5 days from today).
Press **OK** or ↓ to go on to the next

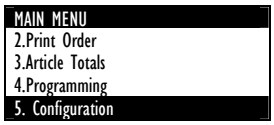
7.3.6 Date of freezing



OK
ESC

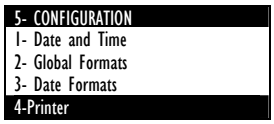
This parameter is for programming the Date of freezing (it can be programmed as a specific date (ddmmyy), e.g., 190203, or as a number of days from the present date (5 means 5 days from today).
Press **OK** to confirm
Press **ESC** to exit.

7.4 PRINTER [5 4]



In this paragraph is shown the procedure for programming all the parameters related to the printer configuration.
To program these parameters:

MENU Press **MENU**.



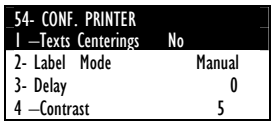
5 Press **5** Configuration.

4 Press **4** Printer.

To pass from one parameter to the next one, Press **OK** or 🡻

7.4.1 Center texts

If set to centre automatically, all lines which are not numerical fields i.e.: names and headers will be centred horizontally. If the letter type is too big for the entire text to fit in the space available, it will be reduced automatically to fit and the article name will be automatically centred whatever the number of characters it may contain.



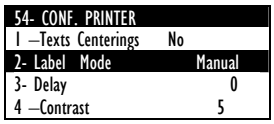
If the automatic centring option is not chosen, long article names will be cut short at the end of the label.

🡺 With the key 🡺 is possible to change between Centering Yes or No.

OK Press **OK** to pass to the next parameter.

7.4.2 Label Mode

This parameter allows to select the labelling mode. It is possible to select mode: Manual, Automatic and Continuous.



Pressing the key 🡺 it is possible to select the desired mode.

Press **OK** to pass to the next parameter.

7.4.2.1 Manual

🡺

This labelling procedure is applicable to all types of articles. The label will be printed by pressing the key **OK**

OK

7.4.2.2 Automatic

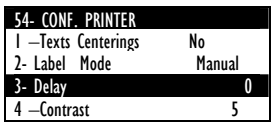
This labelling procedure is applicable only to weighed articles. The label will be printed only when the weight is stable.

OK

7.4.2.3 Continuous

This labelling procedure is applicable only to non weighed articles. It is possible to printer a number of labels programmable with a programmable delay between them. (see paragraph 6.4.3 Delay).

7.4.3 Delay

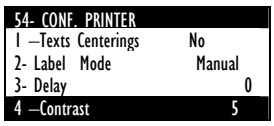


This parameter determines the delay in seconds between one label and the next one in case of printing orders or series of labels.

- **0.** Without delay
- **1.** Number of seconds of delay.

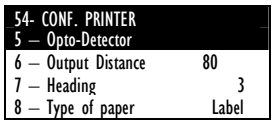
Press **OK** to pass to the next parameter.

7.4.4 Contrast



The value of this parameter (0 to 19)determines the level of contrast of the printing.
Enter the desired value (the default value is 5).
A maximum speed value is established depending on the contrast value, i.e., depending on the contrast value that is entered, the machine calculates the print speed for the selected speed value (See SECTION 6.4.19 SPEED).
Press **OK** to pass to the next parameter.

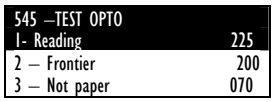
7.4.5 Paper Opto Detector



With this adjust is possible to indicate to the scale the value from which the labeller consider label or back paper of labels.

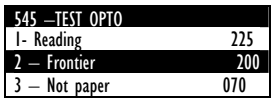
Pressing the key **OK** is possible to see the data of reading and Frontier.

7.4.5.1 Reading



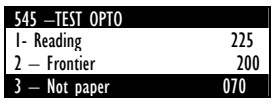
Is the value of the current reading of the opto-detector.
Press ↓ to program the frontier.

7.4.5.2 Frontier



It must be programmed, using the numeric keys, the average value between the reading of label and the reading of back paper.
Press **OK** to pass to the next parameter

7.4.5.3 Not paper



This parameter is used to enter a value. When the labelling machine gives a reading that is lower than this value, it indicates that there is no paper.
Press **OK** to pass to the next parameter

7.4.5.4 Mode

This parameter is used to detect the label opto by the paper medium or black line (mode: normal or inverse)

➔

Press ➔ to choose between NORMAL and INVERSE mode.

Normal: The reading above the boundary is the detection of the label, and below the boundary above no paper is paper medium

Inverse: the reading above the boundary is the separation of labels (paper medium), and below the boundary and above no paper is the detection of the label.

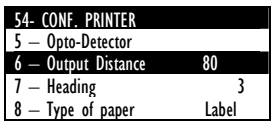
OK

Press **OK** to pass to the next parameter

ESC

Press **ESC** to exit.

7.4.6 Output Distance



With this parameter you can adjust the printout of the label so that on printing, it does not remain inside the printer and can be easily removed. To change the value of this parameter:

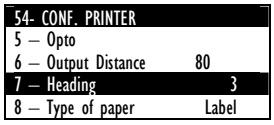
Enter the printout distance as a number between 0 and 100 (in general, between 50 and 60 is an acceptable value.

OK

Press **OK** to pass to the next parameter

7.4.7 Heading

This parameter affects the printing mode of both the labels and the receipts, and can have a value of between 0 and 3 with the meanings:



'**0**' -It moves back and does not print the header.
'**1**' -It does not move back and does not print the header.
'**2**' -It moves back and prints the header.
'**3**' -It does not move back and it prints he header.
'**4**' -It does not move back and it prints the header but when we change the PLU it prints a label with the set fields to leave the information corresponding to the selected article.

OK

Enter the required value as a number from 0 to 3.

Pres **OK** to pass to the next parameter.

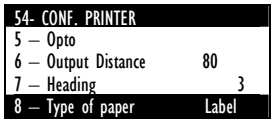
NOTE: In case of use Type of Header 2

Disable the control of label in output. (see *7.4.14*)

Do not use transfer, use thermal paper. (*see 7.4.12*)

7.4.8 Type of paper

➔



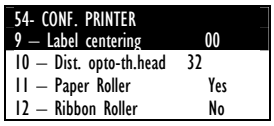
With this parameter, you choose the type of paper with which the label printer is going to work, that is:

Pressing the key ➔ is possible to select continuous paper or labels.

Press **OK** to pass to the next parameter.

OK

7.4.9 Label centering



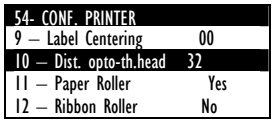
By adjusting the value of this parameter, you can shift the label's printing field vertically downwards, with very little variation. It can be programmed at a value between 0 and 63, with between 20 and 30 as default value.

Enter the required value between 0 and 63.

OK

Press **OK** to pass to the next parameter.

7.4.10 Distance Opto-Thermal head



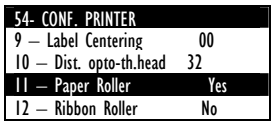
By varying the value of this parameter you can centre the printing field of the labels in a vertical sense both upwards and downwards achieving greater efficacy than with the previous CENTRE LABEL parameter.

You can enter a value between 0 and 63 (by default 32). To do so:
Enter the required value between 0 and 63.

OK

Press **OK** to pass to the next parameter.

7.4.11 Paper Roller

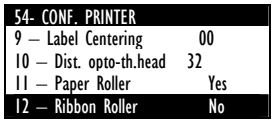


This parameter enables or disables the functioning of the paper roller for the back paper of the labels.
By pressing the key **➔** it is possible to select the functioning YES or NO.

OK

Press **OK** to pass to the next parameter.

7.4.12 Ribbon Roller



This parameter enables or disables the functioning of the ribbon roller.

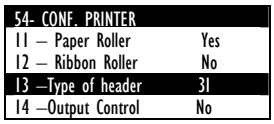
➔

By pressing the key **➔** it is possible to select the functioning YES or NO.

OK

Press **OK** to pass to the next parameter

7.4.13 Type of thermal head



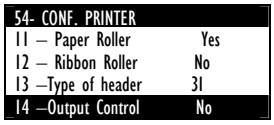
This parameter allows to select the width of the thermal head. The possible values are the following:

2 Inches
3 Inches
4 Inches

➔
OK

By pressing the key **➔** it is possible to select the desired width.
Press **OK** to pass to the next parameter

7.4.14 Output Control



This parameter enables or disables the functioning of the opto detector placed in the labels output, which avoids the printing of a label if the previous one has not been removed from the labels exit.

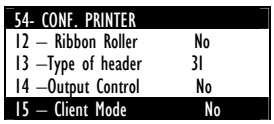
➔
OK
ESC

Pressing the key **➔** it is possible to select Exit Control YES or NOT.
Press **OK** to pass to the next parameter
Press **ESC** to leave the printing parameters programming.

7.4.15 Clients Mode

This parameter enables or disables the functioning in clients mode.

Pressing the key ➔ it is possible to select Clients Mode YES or NOT.



If it is selected YES, it is necessary to select a client from the clients listnd then all the articles labelled will be accumulated to the selected client, so it will be possible to print a total label for this Client. To change the customer, press **F7** from the printing display.

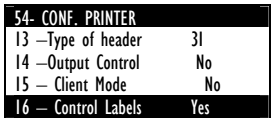
Press **OK** to validate.

Press **ESC** to exit Configuration.

7.4.16 Control of labels

This parameter enables or disables the control of the roll of labels.

By pressing the key ➔ it is possible to select control of labels YES or NO.



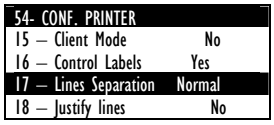
If the user selects YES, when a new roll of labels is placed in the labeller, it is necessary to enter the number of labels of the roll, so it is possible to know the number of labels available.

Press **OK** to validate.

Press **ESC** to exit to Main Menu.

7.4.17 Line separation

By adjusting the value of this parameter it is possible to separate text lines with ingredients using syllables or using words. In order to separate using syllables it is necessary to load the ingredients from the RMS with the syllable-separator character.



Press ➔ to select one of the following:

-*Normal*: No line separations.

-*Syllables*: Separation using syllables.

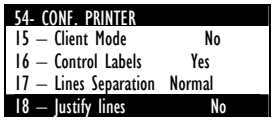
-*Words*: Separation using words.

Press **OK** to confirm.

Press **ESC** to exit Set-up.

7.4.18 Line justification

By adjusting the value of this parameter it is possible to justify text lines with ingredients. The lines may already be separated using syllables or words. Justification will expand the line across the whole width that is provided in the label format.

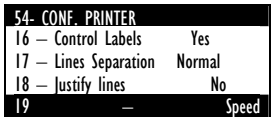


Press ➔ to select line justification YES or NO.

Press **OK** to confirm.

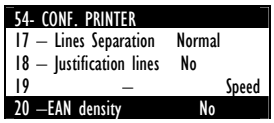
Press **ESC** to exit Set-up.

7.4.19 Speed



This parameter is for selecting print speed. Select Normal, Medium or Low.

7.4.20 EAN Density



This permits the density of the EAN 13 barcode to be modified:

0 – Normal density.

1 - Double density.

Press **OK** to confirm.

Press **ESC** to exit Set-up.

```
54- CONF. PRINTER
18 – Justification lines   No
19          –              Speed
20 –EAN density            No
21 –Ribbon detector        No
```

7.4.21 RIBBON Detector

This permits the "No RIBBON" warning mode to be enabled/disabled.

7.4.22 Reset Selection

➔

```
54- CONF. PRINTER
22 – Reset selection       No
23 – Use I/O               No
24 - Center text 11        No
25 – Families mode         Yes
```

Press ➔ to reset selection YES or NO.
If YES is selected, the message "selection complete" will be shown. The selection will be reset and the operation can continue without exiting the item.
If NO is selected, the message "selection complete" will be shown, and the operation cannot be continued.

7.4.23 Activate Inputs / Outputs

```
54- CONF. PRINTER
22 – Reset selection       No
23 – Use I/O               No
24 - Center text 11        No
25 – Families mode         Yes
```

Allow to enable or disable the digital Inputs/Outputs.

It is possible to connect peripherals such as PLCs or PCs through the digital inputs. These work as follows:
The initial situation would be inputs and outputs at 0V.

```
54- CONF. PRINTER
22 – Reset selection       No
23 – Use I/O               No
24 - Center text 11        No
25 – Families mode         Yes
```

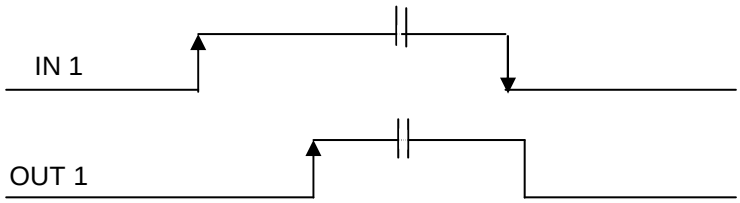
Input 1 at 5V for over 50 ms; the label of the item selected on the screen will be printed, just as if the OK key on the keypad had been pressed.

Output 1 at 5V for 50 ms, indicating printing of label OK.

Output 2 at 5V for 50 ms, indicating a printing error any reason (lack of paper, item not selected, weight not stable, etc).

```
54- CONF. PRINTER
22 – Reset selection       No
23 – Use I/O               No
24 - Center text 11        No
25 – Families mode         Yes
```

Input 2 would not need to be activated, as, if any error occurs, you would only need not to reactivate input 1.



7.4.24 Centering text 11

➔
OK
ESC

It allows you to centre text 11.
Press ➔ to select YES or NO.
Press **OK** to confirm.
Press **ESC** to exit Set-up.

7.4.25 Families mode

Allow to enable or disable the families mode:

Press ➔ to select YES or NO.

➔

If "Yes" is selected, the families working mode is chosen. Press the direct PLU key that coincides with the family code to obtain a message indicating that you are going to work in family mode and the name of the family selected. The item whose code has been programmed in the PLU0 option is activated. From now on, whenever a label is printed, depending on the weight, the item will change, the one corresponding to the programming carried out being selected.

OK

ESC

Press **ESC** to leave the printing parameters programming.

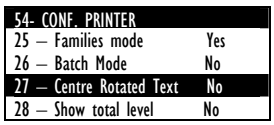
7.4.26 Batch Mode

```
54- CONF. PRINTER
24 - Center text 11        No
25 – Families mode         Yes
26 – Batch Mode            No
27 – Centre Rotated Text   No
```

OK
ESC

If you select "Yes", the batch mode operating will be activated. Every time an item is selected, you will be asked for the item's batch number.

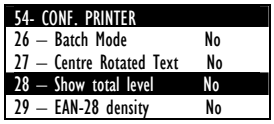
7.4.27 Centre Rotated Text



This function is for centring all rotated text. It has the same function as text centring but only affects rotated fields.
Use ➔ to toggle between Centred Text, YES and NO.
Press **OK** to go on to the next parameter.

OK
ESC

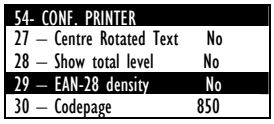
7.4.28 Show total levels



This function is to show the three total levels for labels on screen.
Use ➔ to toggle between YES and NO.
Press **OK** to go on to the next parameter.

OK
ESC

7.4.29 EAN-128 density



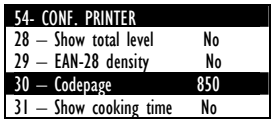
This permits the EAN 128 barcode density to be changed as follows:

0 - Normal density.
1 - Double density.

Press **OK** to confirm.
Press **ESC** to go back to Set-up.

OK
ESC

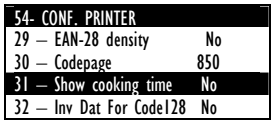
7.4.30 Codepage



This function is only activated for a certain programme on the labeller. It permits toggling between two types of codepages.
Use ➔ to toggle between the different permitted codepages
Press **OK** to go on to the next parameter.

OK
ESC

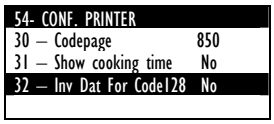
7.4.31 Show Cooking time



This shows the cooking time for the selected item on screen. It is displayed in the format Hours: Minutes.
Use ➔ to toggle between YES and NO.
Press **OK** to go on to the next parameter.

OK
ESC

7.4.32 Invert Date Format in Code128



This inverts the expiry date format in a code 128, changing from YYMMDD to DDMMYY.
Use ➔ to toggle between YES and NO.
Press **OK** to go on to the next parameter.

OK
ESC

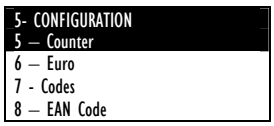
7.4.33 Invert Date Format in Code128

7.4.34 Invert Date Format in Code128

7.4.35 Stock Mode

7.5 COUNTER [5 5]

A numerical field of up to six digits can be printed on labels and included in bar-codes, in a stand-alone capacity if required. The counter can be preset to print different values in the numerical order and increment rate designated in this field.



MENU
5
5

From the main page, press **MENU** followed by **5** to call up the Configuration, and then press **5** again, to program the Counter.
Insert the start value of the counter (the value to be printed on the first label) and the increase or decrease to be effected between each. (The counter is not reset when the machine is switched on; its value is maintained)

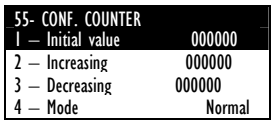
OK

Press **OK** after programming every one of them.

ESC

Once the parameters have been programmed, press the key **ESC** to leave the programming of the counter.

7.5.1 Initial value

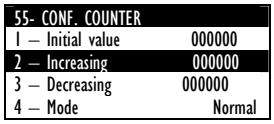


It will be shown a screen to enter the initial value of the counter.

OK

Press **OK** to program the next parameter.

7.5.2 Increasing

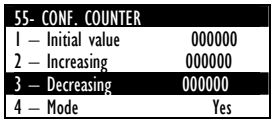


It will be shown the increasing value of the counter from one label to the next.

OK

Press **OK** to program the next parameter.

7.5.3 Decreasing

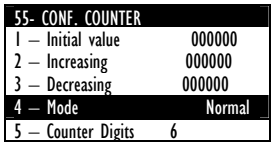


It will be shown the increasing value of the counter from one label to the next.

OK

Press **OK** to program the next parameter.

7.5.4 Mode



Use this parameter to select the working mode of the counter.
The possible modes are the following:
NORMAL: the counter increases/decreases with each of the item's labels
TOTALS: the counter increases/decreases on printing a totals label
CHANGE PLU: the counter increases/decreases each time a PLU is changed.

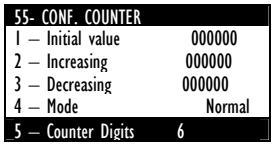
➔

Press **➔** to select the working mode of the counter.

OK

Press **OK** to validate and pass to the next parameter.

7.5.5 Counter digits



This parameter is to select whether the counter is to have 6 or 9 digits.

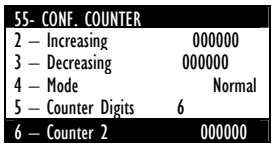
➔

Press **➔** to select the desired number of digits.

ESC

Press **OK** to confirm

7.5.6 Counter 2



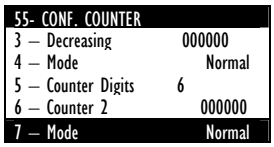
The counter can be preset to print different values in the numerical order and increment rate designated in field 86.

ESC

After programming the parameter, press **ESC** to exit counter data programming mode.

7.5.7 Mode

This parameter is used to select the counter operating mode.
Possible modes are:



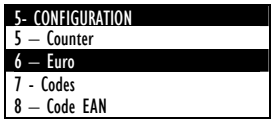
NORMAL: the counter increases/decreases with each item label
TOTALS: the counter increases/decreases when a totals label is printed
PLU CHANGE: the counter increases/decreases every time the PLU is changed.
N1: the counter increases/decreases when a level 1 label is printed.
N2: the counter increases/decreases when a level 2 label is printed.
N3: the counter increases/decreases when a level 3 label is printed.

➔
Press ➔ to select the counter operating mode

OK
Press **OK** to confirm and go on to programme the next parameter.

7.6 EURO [5 6]

MENU
5
6

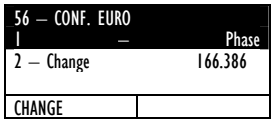


From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key **6** to enter in the Euro programming.
It will be shown in the display the Euro phase and the Euro exchange.

7.6.1 Phase

The different stages of the Euro are programmed.

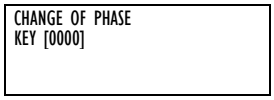
PHASE 0: The exchange rate for the Euro is programmable. The main currency will be that of each member country with the EURO as a SECONDARY currency.



PHASE 1: The exchange rate for the Euro is fixed. The main currency will be that of each member country with the EURO as a SECONDARY currency.

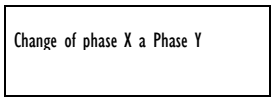
PHASE 2: The main currency of each country will become the secondary one while the EURO will become the MAIN one in all countries.

PHASE 3: The EURO will be the SINGLE CURRENCY.



To pass from one phase to another, it is necessary to press the multifunction key Δ CHANGE PHASE, and then enter the change code and press the key **OK**.

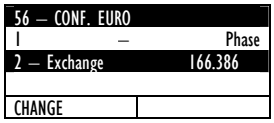
Δ CHANGE PHASE
OK:



Phase 0 – Phase1 ⇒ **0 7 8 1**
Phase 1 – Phase2 ⇒ **6 0 2 2**
Phase 2 – Phase 3 ⇒ **9 8 0 8**

🡻
Once the phase has been programmed, press 🡻 to program the EURO exchange.

7.6.2 Change

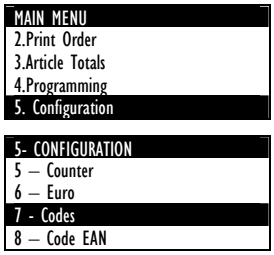


In phase 0 it is possible to program the exchange of the Euro with the currency of the country, to do it , select the position Change, press **OK** and enter the value of the exchange, once the value has been entered, press **OK** again.

OK

ESC
Press **ESC** to exit Configuration programming.

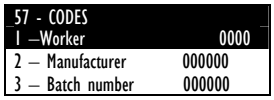
7.7 CODES [5 7]



MENU
5
7

These codes can be printed in the labels as numeric field and also in the bar code. The codes to be programmed are: Worker, Manufacturer and Batch Number.

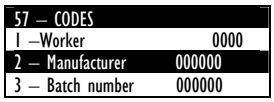
From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key **7** to enter in the Codes programming. The codes to be programmed are:



OK

7.7.1 Worker

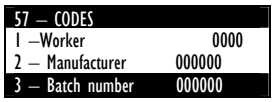
The code of the worker (4 digits) must be entered .
Press **OK** to pass to the next parameter.



OK

7.7.2 Manufacturer

The code of the manufacturer (6 digits) must be entered .
Press **OK** to pass to the next parameter.

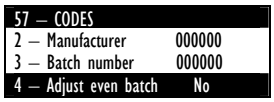


OK
ESC

7.7.3 Batch Number

Enter the batch number as an alphanumeric code of 24 characters.
To enter the text press **OK**, the labeller will enter the text edition mode.
Press **ESC** to exit Configuration programming.

7.7.4 Adjust even batch



➔
OK
ESC

You can enable or disable the requirement to enter an even number of characters in the Batch Number field (enter a 0 to the left if necessary). Use **➔** to toggle between YES and NO.
Press **ESC** to go to settings programming.

7.8 EAN CODE [5 8]

This parameter allows to program the Bar Code format, this is the way in which the information of the bar code of the labels will be printed.

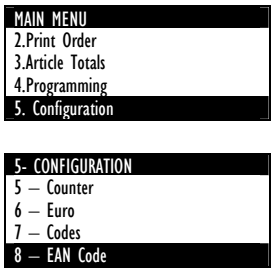
They must be programmed the formats of the bar code for the labels and total labels.

From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key **8** to enter in the EAN Code programming

It is possible to enter a number between **0** and **99**,to select the bar code of the labels, with the characteristics shown in the following table.

The possible formats are shown in the next page:

MENU
5
8



Code	Content	Code	Content
0	No EAN	**40**	UPC from Text 3 of PLU
1	AABBBBBCCCCC	**41**	UPC from Text EAN of PLU
2	AABBBBBDDDDD	**42**	EAN 13 H Programmable
3	AABBBBBEEEEE	**43**	EAN 13 I Programmable
4	AABBBBBFFFFF	**44**	EAN 13 J Programmable
5	AABBBBBGGGGG	**50**	EAN 8 from Text 3 of PLU
6	AAGGGGGBBBBB	**51**	EAN 8 from Text EAN of PLU
7	ABBBBBBCCCCC	**52**	ABBBBBB
8	ABBBBBBDDDDD	**53**	AABBBBB
9	ABBBBBBEEEEE	**60**	ITF 14 from Text 3 of PLU
10	ABBBBBBFFFFF	**61**	ITF 14 from Text EAN of PLU
11	AHHBBBBCCCCC	**62**	ITF14 A Programmable
12	AHHBBBBDDDDD	**63**	ITF 14 B Programmable
13	AHHBBBBEEEEE	**64**	ITF 14 C Programmable
14	AHHBBBBFFFFF	**65**	2D5 from Text 3 of PLU
15	AHHIIIICCCCC	**66**	2D5 from Text EAN of PLU
16	AHHIIIIDDDDD	**67**	2D5 from ITF 14 A Programmable
17	AHHIIIIEEEEE	**68**	2D5 from ITF 14 B Programmable
18	AHHIIIIFFFFF	**69**	2D5 from ITF 14 C Programmable
19	AAHBBBBCCCCC	**70**	EAN 128 from Text EAN of PLU
20	AABBBBQCCCCC	**72**	EAN 128 (Text 2 of PLU)
21	AABBBBQDDDDD	**73**	EAN 128 (Texts 2+3 PLU)
22	AABBBBQEEEEE	**74**	EAN 128 (Texts 2+3+4 PLU)
23	AABBBBQFFFFF	**75**	EAN 128 (Texts 2+3+4+5 PLU)
24	AAJJJJJBBBBBB	**76**	EAN 128 (Texts 2+3+4+5+6 PLU)
25	AAJJJJJCCCCC	**77**	EAN 128 (Texts 2+3+4+5+6+7 PLU)
26	EAN 13 from Text EAN 2 of PLU	**78**	EAN 128 (Texts 2+3+4+5+6+7+8 PLU)
27	EAN 128 from Text EAN 2 of PLU	**80**	EAN 128 A Programmable
28	ITF 14 from Text EAN 2 of PLU	**81**	EAN 128 B Programmable
30	EAN 13 from Text 3 of PLU	**82**	EAN 128 C Programmable
31	EAN 13 from Text EAN of PLU	**83**	EAN 128 from texts 9 and 10 of item
32	EAN 13 A Programmable	**84**	EAN 128 D Programmable
33	EAN 13 B Programmable	**85**	EAN 128 E Programmable
34	EAN 13 C Programmable	**86**	EAN 128 F Programmable
36	EAN 13 D Programmable	**87**	EAN 128 G Programmable
37	EAN 13 E Programmable	**88**	EAN 128 H Programmable
38	EAN 13 F Programmable	**89**	EAN 128 I Programmable
39	EAN 13 G Programmable	**90**	EAN 128 J Programmable

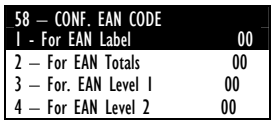
The representation of the data in the bar code are the following:

A	EAN Header	**a**	Net non-drained weight
B	Article code	**b**	Price/Kg net non-drained weight
C	Amount	**c**	Date of freezing
D	Weight	**d**	Identification number
E	Price	**e**	Batch number in code 128
F	Unit weight	**f**	ADDD format in code 128
G	Quantity	**g**	Current date as day
H	Department	**h**	Expiry date as Julian Day
I	Number of sales	**i**	Text 8 as EAN 128
J	Manufacturer code	**j**	Text 9 as EAN 128
K	Group number	**k**	Text 10 as EAN 128
L	Worker code	**l**	Client code as EAN 128
M	Counter	**m**	EAN-13 of client in EAN-128
N	Batch Number	**n**	Date in day of the week, week of the year and year (ddwwyy) format.
O	PLU's fast key number	**o**	Expiration date
Q	Check price	**p**	Manufacturing Year
R	Tare	**q**	Hour and minute s Packaging data
S	Gross weight	**r**	To replace text 2 of the traced product. (EAN 128)
T	Weight / 10		
U	Packing date	**t**	The texts of the item (1-11) or the animal (21 – 50), (51 ident. Order), (52 data), (53 weight 2), (54 bundles), (55 weight 12.345). It replaces the text that we introduce with two digits after the t. Ex. t01 (Replaces the text 1 of the article).
V	Best before		
W	Extra date		
X	Price in secondary currency		
Y	Amount in secondary currency		
Z	Control digit for all that requires a control digit, without limit on the length of data involved in the calculation. Valid for 00, 01, 02, 410, 411, 412, 413, 414,		
[	Net non-drained weight / 10	**u**	Weight with 2 decimals WITHOUT rounding
]	Weight in Lb	**v**	Amount in currency 2
:	Amount digits	**w**	Gross Amount
;	Amount in 4 digits		

Enter the value using the numeric keyboard.
To pass to the next field press **OK** or ⬇
The bar codes to be defined are:

OK

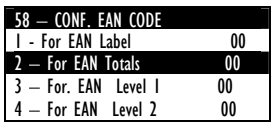
7.8.1 EAN format for label



OK

Enter the EAN Format for the labels, press **OK** to validate and pass to the next parameter.

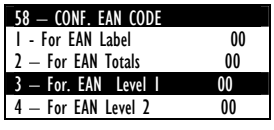
7.8.2 EAN format for total labels



OK

Enter the EAN Format for the total labels, press **OK** to validate and pass to the next parameter.

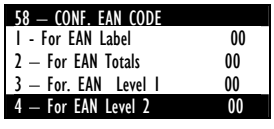
7.8.3 Format EAN level 1



OK

Enter the EAN Format for the total level 1 labels, press **OK** to validate and pass to the next parameter.

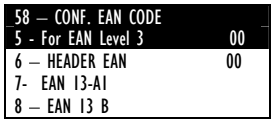
7.8.4 Format EAN level 2



OK

Enter the EAN Format for the total level 2 labels, press **OK** to validate and pass to the next parameter.

7.8.5 Format EAN level 3

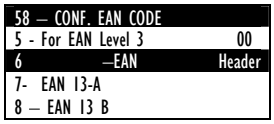


OK

Enter the EAN Format for the total level 3 labels, press **OK** to validate and pass to the next parameter.

7.8.6 EAN Header

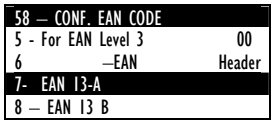
OK



Enter the data of the EAN Header, press OK to validate and pass to the next parameter.

7.8.7 EAN 13 A

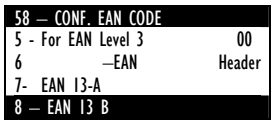
OK



Enter the data of the EAN 13 A. Press OK to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.8 EAN 13 B

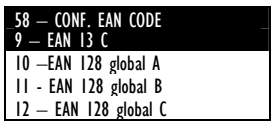
OK



Enter the data of the EAN 13 B. Press OK to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.9 EAN 13 C

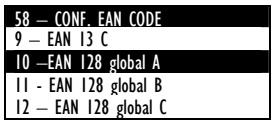
OK



Enter the data of the EAN 13 C. Press OK again to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.10 EAN-128 Global A

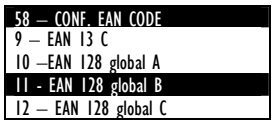
OK



Enter the data of the EAN 128 Global A. Press OK to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.11 EAN-128 Global B

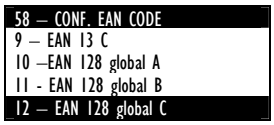
OK



Enter the data of the EAN 128 Global B. Press OK to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.12 EAN-128 Global C

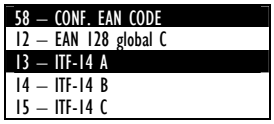
OK



Enter the data of the EAN 128 Global C. Press OK again to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.13 ITF-14 A

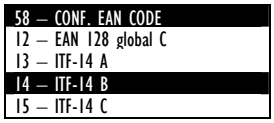
OK



Enter the data of the ITF 14 A. Press OK to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.14 ITF-14 B

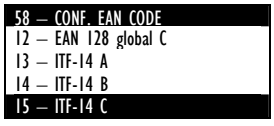
OK



Enter the data of the ITF 14 B Press OK to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

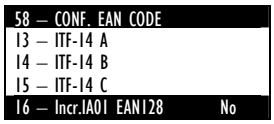
7.8.15 ITF-14 C

OK



Enter the data of the ITF 14 C. Press OK to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.16 Incr. IA01 EAN128



In the application identifier 01(n2+n14) of the EAN128 the numeric value entered in this IA can be raised by 1. This is possible only in the case of the totals labels.

E.g.: bar code on the item's label

(01)12345678900000(10)LOT

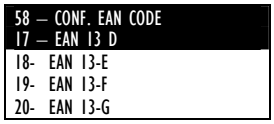
For the item's total it will be

(01)12345678900001(10)LOT

OK Press **OK** to validate and pass to the next parameter.

7.8.17 EAN-13 D

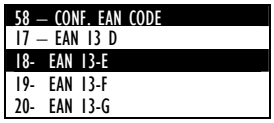
OK



Enter the data of the EAN 13 D. Press **OK** to validate and pass to the next parameter.
Press the key ⬇ to pass to the next parameter.

7.8.18 EAN-13 E

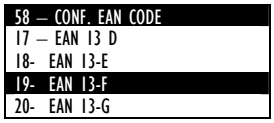
OK



Enter the data of the EAN 13 E. Press **OK** to validate and pass to the next parameter.
Press the key ⬇ to pass to the next parameter.

7.8.19 EAN-13 F

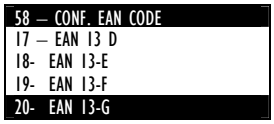
OK



Enter the data of the EAN 13 F. Press **OK** to validate and pass to the next parameter.
Press the key ⬇ to pass to the next parameter.

7.8.20 EAN-13 G

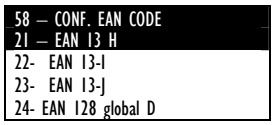
OK



Enter the data of the EAN 13 G. Press **OK** to validate and pass to the next parameter.
Press the key ⬇ to pass to the next parameter.

7.8.21 EAN-13 H

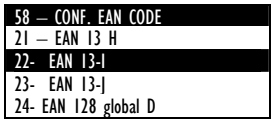
OK



Enter the data of the EAN 13 H. Press **OK** to validate and pass to the next parameter.
Press the key ⬇ to pass to the next parameter.

7.8.22 EAN-13 I

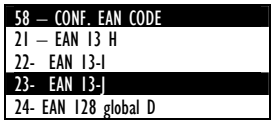
OK



Enter the data of the EAN 13 I. Press **OK** to validate and pass to the next parameter.
Press the key ⬇ to pass to the next parameter.

7.8.23 EAN-13 J

OK



Enter the data of the EAN 13 J. Press **OK** to validate and pass to the next parameter.
Press the key ⬇ to pass to the next parameter.

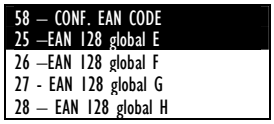
7.8.24 EAN-128 Global D

OK

Enter the data of the EAN 128 Global D. Press **OK** to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.25 EAN-128 Global E

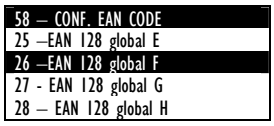
OK



Enter the data of the EAN 128 Global E. Press **OK** to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.26 EAN-128 Global F

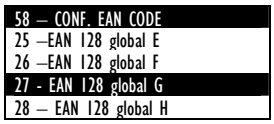
OK.



Enter the data of the EAN 128 Global F. Press **OK** to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.27 EAN-128 Global G

OK



Enter the data of the EAN 128 Global G. Press **OK** to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

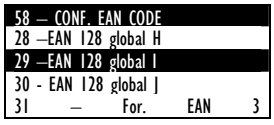
7.8.28 EAN-128 Global H

OK

Enter the data of the EAN 128 Global H. Press **OK** to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.29 EAN-128 Global I

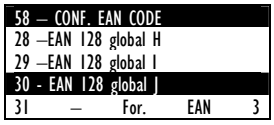
OK



Enter the data of the EAN 128 Global I. Press **OK** to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.30 EAN-128 Global J

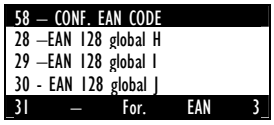
OK



Enter the data of the EAN 128 Global J. Press **OK** to validate and pass to the next parameter.
Press the key ↓ to pass to the next parameter.

7.8.31 Format EAN 3

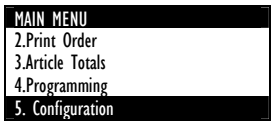
OK
ESC



Select the EAN 3 format. Use the numeric keyboard to enter the value (an EAN that is represented with labels field 40 is chosen).
Press **OK** to validate

Press **ESC** to exit to the Configuration Programming.

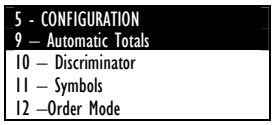
7.9 AUTOMATIC TOTALS [5 9]



Allows automatic printing of level 1, 2 or 3 totals labels. To programme the level whose totals are required, insert the number of totals labels of the previous level.

MENU

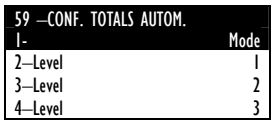
From the initial screen, Press **MENU** to enter in the main menu,



5
9

press the key **5** to enter in the Configuration programming and the key **9** to enter in the Automatic Totals programming.
The parameters to be programmed are:

7.9.1 Mode

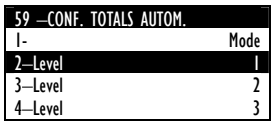


This parameter enables or disables the functioning of the automatic totals. With the key ➔ . is possible to change between YES and NO..

OK

Press **OK** to validate and pass to the next parameter.

7.9.2 Level 1

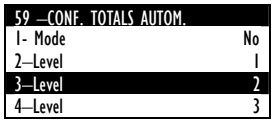


Number of labels required to prompt printing of totals label of level.

OK

Press **OK** to validate and pass to the next parameter.

7.9.3 Level 2



Number of labels required to prompt printing of totals label of level.

OK

Press **OK** to validate and pass to the next parameter.

7.9.4 Level 3

Number of labels required to prompt printing of totals label of level.

OK

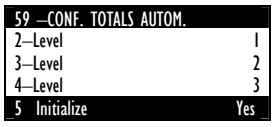
Press **OK** to validate and pass to the next parameter.

ESC

Press **ESC** to exit to the Configuration Programming.

7.9.5 Reset

This parameter determines whether or not to reset the value of item total levels when the same item is opened again.



To change reset from YES to NO, or vice versa, use ➔

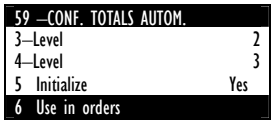
OK

Press **OK** to validate and pass to the next parameter.

ESC

Press **ESC** to exit to configuration programming

7.9.6 Use in orders



This parameter automatically prints order total labels.

➔

To switch between YES and NO, press ➔

OK

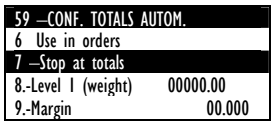
Press **OK** to validate and pass to the next parameter.

ESC

Press **ESC** to exit to configuration programming

7.9.7 Stop at totals

This parameter means that the error message **WEIGHT OUTSIDE MARGIN)** is displayed if the total weight indicated in LEVEL 1 (weight) is exceeded.



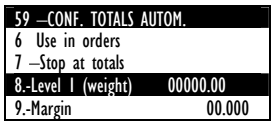
> ! The working with AUTOMATIC TOTALS option must be enabled for the error message to be displayed.

The YES and NO parameters are not used with the LP-3000 labelling machine.

➔ To change between YES, NO and MESSAGE press ➔

ESC Press OK to validate and pass to the next parameter.

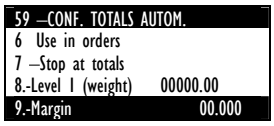
7.9.8 Level 1 (Weight)



Enter the total weight value for which the level 1 totals label is required.

OK Press OK to validate and pass to the next parameter.

7.9.9 Margin

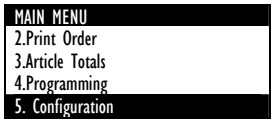


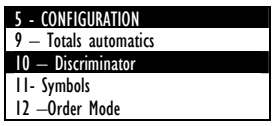
The LP-3000 allows a tolerance margin to be entered for the total weight for which a level 1 totals label is required. If the total accumulated weight exceeds the one programmed in level 1 (weight) ± margin, the labelling machine will display the **WEIGHT OUTSIDE MARGIN** message.

ESC Press ESC to exit to configuration programming.

7.10 WEIGHT DISCRIMINATOR [5 10]

The weight discriminator controls the minimum and maximum weights accepted by the machine for processing and any package whose weight does not fall within these margins will not be labelled.

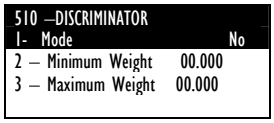




MENU
5
🡻
10
OK

From the initial screen, Press MENU to enter in the main menu, press the key 5 to enter in the Configuration programming and the key 🡻 until reach Configuration 10, (it is also possible by pressing the key ➔ to pass to the second screen of the menu and pressing 🡻 until reach Configuration 10) Weight Discriminator and pressing the key OK.

7.10.1 Mode

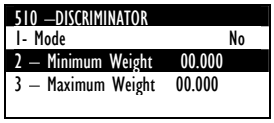


➔
OK

This parameter enables or disables the functioning of the Weight Discriminator. With the key ➔ . is possible to change between YES , NO and PERCENTAGE.

Press OK to validate and pass to the next parameter.

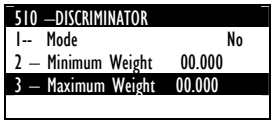
7.10.2 Minimum Weight



Enter min. weight in grammes to be accepted for labelling
Press **OK** to validate and pass to the next parameter.

OK

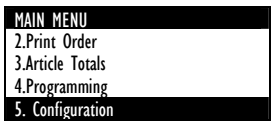
7.10.3 Maximum Weight

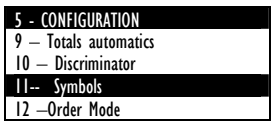


Enter max. weight in grammes to be accepted for labelling.
Press **OK** to validate and pass to the next parameter.
Press **ESC** to exit.

OK
ESC

7.11 SYMBOLS [5 11]

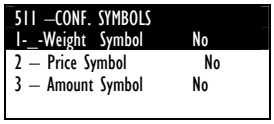




The printing and position of symbols of weight, price and amount are programmed in these parameters.
From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key ↓ until reach Configuration 11, (it is also possible by pressing the key → to pass to the second screen of the menu and pressing ↓ until reach Configuration 11) Symbols and pressing the key **OK**.
The parameters to be programmed are:

MENU
5
↓
11
OK

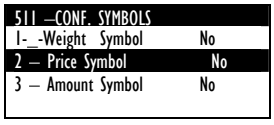
7.11.1 Weight



This parameter allows to select the printing of the symbol of weight. By pressing the key → it is possible to select between printing: YES, NO or printing the symbol BEFORE the data of weight.
Press the key **OK** to program the next parameter.

→
OK

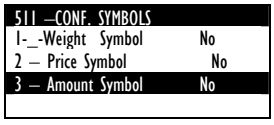
7.11.2 Price



This parameter allows to select the printing of the symbol of price. By pressing the key → it is possible to select between printing: YES, NO or printing the symbol BEFORE the data of price.
Press the key **OK** to program the next parameter.

→
OK

7.11.3 Amount

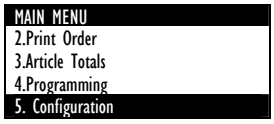


This parameter allows to select the printing of the symbol of amount. By pressing the key → it is possible to select between printing: YES, NO or printing the symbol BEFORE the data of amount.
Press the key **OK** to program the next parameter.
Press **ESC** to exit.

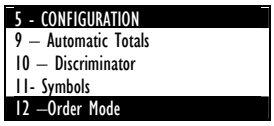
→
OK
ESC

7.12 ORDERS MODE [5 12]

An order is considered to refer to a selection of articles for a specific client.
These parameters define the operative for orders labelling.



MENU
5



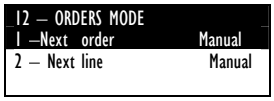
From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key 🡻 until reach Configuration 12, (it is also possible by pressing the key 🡺 to pass to the second screen of the menu and pressing 🡻 until reach Configuration 12) Orders mode and pressing the key **OK**.

🡻
12
OK

The parameters to be programmed are:

7.12.1 Next order

This parameter defines the way of labelling the articles of an order.



🡺

With the key 🡺 it is possible to select mode MANUAL or AUTOMATIC.

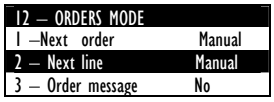
If AUTOMATIC Mode is selected, when an order is being labelled, and the labelling of an article is finished, the labeller will start automatically to label the same article in another order.

OK

Press **OK** to pass to the next parameter.

7.12.2 Next line

This parameter defines the way of labelling the articles of an order.



🡺

With the key 🡺 it is possible to select mode MANUAL or AUTOMATIC.

If AUTOMATIC Mode is selected, when an order is being labelled, and the labelling of an article is finished, the labeller will start automatically to label the next article of the same order.

OK
ESC

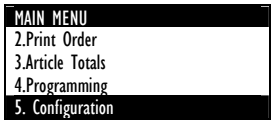
Press **OK** to pass to the next parameter..
Press **ESC** to exit the programming.

7.12.3 Order message

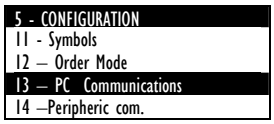
🡺
ESC

When the order is finished, a message is sent to the computer to indicate that it has been finished, and the memory is cleared.
Use 🡺 to toggle between YES and NO.
Press **ESC** to go to initial programming mode.

7.13 PC COMMUNICATIONS [5 13]



MENU
5



🡻
13
OK

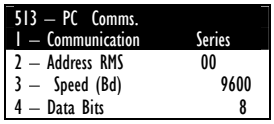
The labellers LP-3000 allow the PC connection for programming and sending and reception of data.
From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key 🡻 until reach Configuration 13, (it is also possible by pressing the key 🡺 to pass to the second screen of the menu and pressing 🡻 until reach Configuration 13) PC Communications and pressing the key **OK**.
The parameters to be programmed are:

7.13.1 Type of Communication

There are two possible types of communication with PC.

--Serial

--Ethernet



Use the keys ←.→ to select the type of communication.

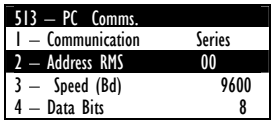
Once it is programmed press the key **OK** or the key ↓ to pass to the next parameter.

→

OK

7.13.2 RMS Address

Enter the address of the label using the numeric keyboard. The address is an even number from 00 to 50:



Once it is programmed press the key **OK** or the key ↓ to pass to the next parameter.

OK

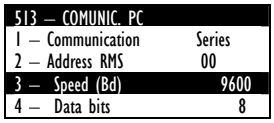
7.13.3 Baud Rate

Enter the baud rate.

Use the keys ←.→ to select the right value.

Once it is programmed press the key **OK** or the key ↓ to pass to the next parameter.

→



OK

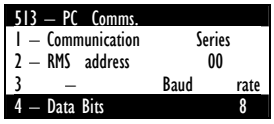
7.13.4 Data Bits

Select the number of data bits (7 or 8).

Use the keys ←.→ to select the right value.

Once it is programmed press the key **OK** or the key ↓ to pass to the next parameter.

→

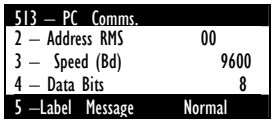


OK

7.13.5 Label message

Labeller LP-3000 can send the label message to the PC. To do this use ←.→ to select:

1. **No**
2. **Normal** (Key 53, sends PLU code, weight, amount, no. of labels, customer code).
3. **APL1** (Key 2P, sends PLU code, weight, operator no., quantity no.).
4. **LY** (Key LY, sends PLU code, weight, price, animal code, date).
5. **LE** (LE key, customer code, batch no., amount, animal code, date).
1. **MH** (MH key, Lot No, sends code PLU, Operator No, No labels).
2. **MK** (MK key, Client code, sends code PLU, Lot No, weight, Amount, Ticket No).
3. **MS** (MS key, sends PLU code, weight, Lot No).
4. **L4 EXTENDED** (L4 key, sends PLU code, Text No).
5. **ML** (ML key, sends PLU code, Operator No, Label No).

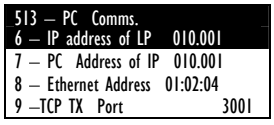


→

Note: in case that the transmission to the PC cannot be carried out the messages are stored in a buffer with capacity for 20000 messages, it will give warning when it is to 80% 90 % and 100% of the capacity.

OK

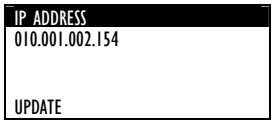
Press **OK** to save, press **ESC** to exit.



7.13.6 Labeller IP Address

OK

In this parameter it is programmed the IP address of the labeller.



Once the parameter IP address has been selected, press the key **OK**, the labeller will show the screen of IP Address programming.

Enter the IP address in groups of three characters, pressing the key **OK** after the third character.

010.**OK** 001.**OK** 002.**OK** 154 **OK**

Ex: 010.**OK** 001.**OK** 002.**OK** 154

Δ UPDATE

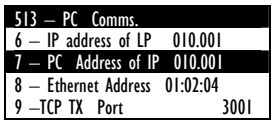
OK

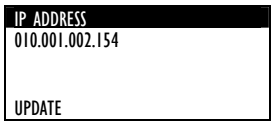
Press the multifunction key Δ UPDATE to record the IP address and return to Menu. The labeller will show the message UPDATED.
Press **OK** to pass to the next parameter.

7.13.7 PC IP Address

OK

010. OK
001. OK
002. OK
154 OK





Enter the IP address of the computer where the labeller is connected.
Once the parameter IP address PC has been selected, press the key **OK**, the labeller will show the screen of IP Address PC programming.
Enter the IP address of the PC in groups of three characters, pressing the key **OK** after the third character.

Ex: 010. **OK** 001. **OK** 002. **OK** 154

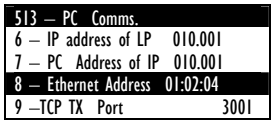
Δ UPDATE

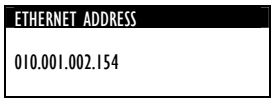
OK

Press the multifunction key Δ UPDATE to record the IP address of the PC and return to Menu. The labeller will show the message UPDATED.
Press **OK** to pass to the next parameter.

7.13.8 Ethernet Address

OK



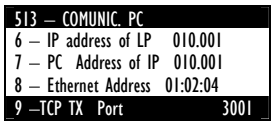


The MAC address of the labeller is shown.
Press **OK** to pass to the next parameter.

7.13.9 Port TX TCP

3001

OK



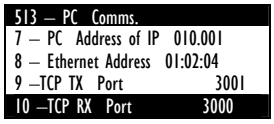
Program the TCP Transmission Port, using the numeric keyboard. The value must be always 3001.

Press **OK** to record and pass to the next parameter.

7.13.10 Port RX TCP

3000

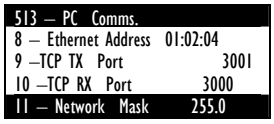
OK



Program the TCP Reception Port, using the numeric keyboard. The value must be always 3000.
Press **OK** to record and pass to the next parameter.

7.13.11 Network mask

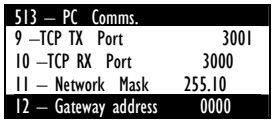
➔
OK



Enter the network mask.
Press **OK** to modify values.
Use the number keypad to assign values in groups of three.
Press ➔ or **OK** to change column and **soft key 1** to refresh and exit.

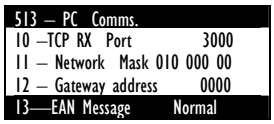
7.13.12 Gateway address

➔
OK



Enter the gateway address.
Press **OK** to modify values.
Use the number keypad to assign values in groups of three.
Press ➔ or **OK** to change column and **soft key 1** to refresh and exit.

7.13.13 EAN Message

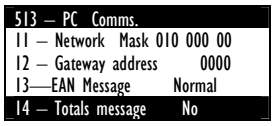


This parameter is for selecting the type of register to be sent to the PC for, when working in terminal mode, we read an EAN:

1 Normal (ME code, the ME register indicates the group and the EAN 13)

2 D4 (D4 code, the D4 register indicates the group, the number of characters of the EAN, and the EAN itself).

7.13.14 Totals message



➔
OK
ESC

This is for selecting the type of register to send to the PC each time a Level 1 label is done:

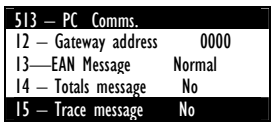
1. **NO:** The register is not sent.
2. **MN:** MN register is sent.

Use ➔ to toggle between YES and NO.

Press **OK** to go on to programme the next parameter.

Press **ESC** to go to initial programming mode.

7.13.15 Trace message



➔
ESC

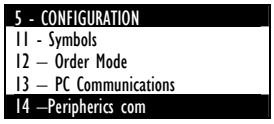
If this field is activated, each time an animal is entered on the machine, the computer is sent passwords B0, B5, LI, LJ and LK., so that they can be registered on the PC.

Use ➔ to toggle between YES and NO.

Press **ESC** to go to initial programming mode.

7.14 PERIPHERALS COMMUNICATION [5 13]

7.14.1 Peripherals Communication [5 14 1]



MENU
5
🡻
14
OK

➔

ESC

The labeller LP-3000 can be connected to different peripherals like Indicators or Scanner, to receive the weight or select PLUs. Communication with these peripherals can be RS-232, RS 422, and RS 485, depending on the communications channel required.

From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key 🡻 until reach Configuration 14, (it is also possible by pressing the key ➔ to pass to the second screen of the menu and pressing 🡻 until reach Configuration 14) Peripherals Communications and pressing the key **OK**.

Use the keys 🡸. ➔ to select the peripheral to be connected.

Press **ESC** to exit.

The possible peripherals are:

Any	Batch Scan	Scan APL5
Scanner	AWTX	Datamax
Indicator VD	Matutano	Scan APL6
Indicator VD + Internal	Meat processor	Star
Scanner Traceability	PLC-TAG	RD-4
Master	Scan TR-LO	Scan Tr 1
Axiohm 630 series printer	Panther	Depart.
Remote Display RD-3	Dollar	
Scan Apl1: This is a special application.	RFID	
	Scan APL2	
PC	Scan APL3	
F501	Optimise	
Scanner SICK	Scan APL4	

7.14.1.1 Any

This is the default value, any peripheral is connected.

7.14.1.2 Scanner

This mode will be selected to select articles from the scanner.

Connection

It is an RS-232 connection. The connector used will be the connector marked as RS232.

The communications cable is the following:

LP3000 (RJ45)		**Scanner (DB9)**
7 Rx	→	Tx
6 Tx	→	Rx
8 GND	→	GND

Scanner Operative

The scanner is used to select an item that you wish to print. To do so, with the LP-3000 at the initial screen or at the item printing screen, an EAN13 or EAN8 bar code is read. With the data provided by the scanner, the LP-3000 will seek the first item with the same code programmed in its EAN code field and it will select it for its labelling.

During the search for the item, two chains of characters are therefore compared, one provided by the scanner and the other programmed in the item's EAN code field. For the comparison of the chains, only the numbers are taken into account and not the letters. Consequently, in the event that the item's EAN is programmed with substitution characters, these characters will not be compared.

Example:

Chain provided by the scanner	251234567890
EAN code of item 1	259876543210
EAN code of item 2	25BBBBB567890
EAN code of item 3	251234567890

The item selected would be the second because it is the first whose numbers coincide. The substitution characters are not compared. If there is an item whose EAN code is made up entirely of substitution characters, it can be selected from the EAN code which is read with the scanner, provided the search has not concluded with a previous item.

7.14.1.3 Indicator

The labeller LP-3000 can receive the weight from an external indicator. The external indicator can be a DIBAL indicator with TISA protocol. The labeller must be configured in the following way:

Connection

The communication is RS-232. The characteristics of the cable are the following.

LP3000 (RJ45)		**Indicator**
7 Rx	⟶	Tx
6 Tx	⟶	Rx
8 GND	⟶	GND

Configuration of the Indicator

It is necessary to select in the indicator, PC communication. There are two types of PC communication
0.- The indicator sends the weight under request.
1.- The indicator send the weight at each weight conversion.

Decimals on the display

If Display communication has been selected in peripherals' communication, the number of decimals shown on the display must be selected.

To do this, go to the peripherals display (**MENU** **5** **14**), and in section **2 – Decimals on Display** enter the number of decimals.

7.14.1.4 Indicator + Internal Weighing

The LP-3000 can work either receiving the weight from the indicator or receiving the weight from the internal weighing CPU.
To switch from one to another, from the main screen or from the PLU labelling screen, it is necessary to press the key **Q**.

Decimals on the display

If Display+Internal communication has been selected in peripherals' communication, the number of decimals shown on the display must be selected.

To do this, go to the peripherals display (**MENU** **5** **14**), and in section **2 – Decimals on Display** enter the number of decimals.

7.14.1.5 Beef Traceability Scanner

The LP-3000 allows to connect a scanner for beef traceability data reading. If the animal does not exist in the LP-3000, it is created and if it already exists, it is selected for printing.

7.14.1.6 Master

The total labels are sent to a second LP-3000, which functions as slave.

7.14.1.7 Axiohm 630 Series Printer

The LP-3000 can be connected to an Axiohm 630 series printer.

After selecting the customer, a heading is automatically printed with the following fields: customer's name, address, town, and present date.
There are 3 operational modes for the series printer:

Totals mode: From the item printing window, each level 1 totals label that the machine issues is assigned 2 lines with the name and level 1 accumulated total of the item.
Per Line Mode: From the item printing window, each label that the machine issues is assigned 1 line with the item name, weight and amount, and each level 1 total label is assigned 1 line with total operations, weight and amount.
Line 2 Mode: On the item printing display, 1 line of each label printed by the machine will correspond to the item code, manufacturer's code, counter and weight.

CCCCC FFFMMMMMMMMM PPP.PPP

C – Item code.

F – Manufacturer's code.

M – Counter*.

P - Weight.

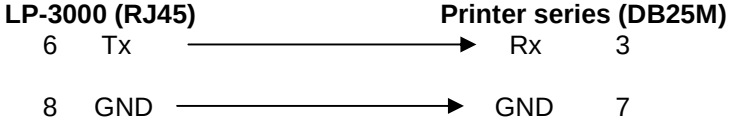
*Counter field: This field must be included in the label format (see section 5.3 Label format field number 5) in order for the counter to function. The counter increase must also be correctly configured (see section 6.5 counter). The counter value is reset when the LP-3000 is restarted.

BNT Mode: On the item printing display, 1 line of each label printed by the machine will correspond to the number of weight operations, gross weight and net weight

To select an operation mode, go to the peripheral window (**MENU** **5** **14**), and in section **4 – Series printer mode,** enter the desired operation mode.

The order printing display functions similarly, printing a heading with the order name.

Cable characteristics are as follows:



Printing of level 1 totals

If the series printer has been selected for peripherals communication, it is possible to choose between the level 1 totals label being printed by the series printer only, or by the series printer and the labelling machine printer head.
To do this, go to the peripherals display (**MENU** **5** **14**), and section **3 – Print Level 1** . Press ➔ to select:

- **YES** for the label to be printed by the series printer and the labelling machine.
- **NO** for the label to be printed by the series printer alone.

7.14.1.8 Remote Display RD-3

The LP-3000 may be connected to a remote display RD-3.
The display will provide weight information that the LP-3000 sends it.

7.14.1.9 Scan Apl1

When this mode is enabled, and an EAN13 is read, the first 4 digits are associated with the operator, the next 3 to the counter field and the next 2 to the amount field.

7.14.1.10 PC

This mode should be selected for communication with the PC.

Connection

This is a RS-232 connection. The labeller connector marked RS-232 should be used

7.14.1.11 F501

1-Peripheral ⟶ LP-3000
[STX] [ENQ] [ETX]

2- Peripheral ⟵ LP-3000
[STX] [status] [data] [ETX]

Status: It is made up of just one character that indicates the weight status.
The possible characters are:

a) "+" : Positive weight.
b) "-" : Negative weight
c) "?" : Unstable weight

Data: the weight value is sent in 7 digits, with 6 digits plus the decimal point. (123.456)
Protocol: 9600 bauds, without parity; 8 data bits, 1 stop bit.

7.14.1.12 SICK

The LP-3000 can be connected to a SICK scanner to select the PLU item.

7.14.1.13 Batch Scan

Select the batch number in the scanned EAN 128.

7.14.1.14 AWTX

This application is customer-specific. For further information, please consult the Stc.

7.14.1.15 MATUTANO

This application is customer-specific. For further information, please consult the Stc.

7.14.1.16 Meat processor

This application is customer-specific. For further information, please consult the Stc.

7.14.1.17 PLC-TAG

This application sends out information to *record a TAG.*

7.14.1.18 Scan TR-LO

This application enters the ear tag number selected by the scanner in the batch number.

7.14.1.19 PANTHER

Select this peripheral device for communicating with a Panther terminal.

7.14.1.20 DOLLAR

Select this peripheral device for communicating with a Dollar protocol.

7.14.1.21 RFID

Select this protocol for receiving information by radio frequency. For further information, please consult Stc.

7.14.1.22 Scan APL2

From version V-1.08G onwards.
To read a CODE 128 barcode, activate an item that has a code in the barcode, take the batch number and print a CODE 128 barcode using the data from the barcode that has been read.

7.14.1.23 Scan APL3

Select an item to label and the machine will start up. When a box is entered, the barcode is read. If the item code is defined the item will be selected and be displayed on screen. If the item is not defined, the screen will not be refreshed and the time of weighing the box will show an "E" to indicate ERROR, and the box will not be given a label. If no barcode is read, item 10 will be activated when the box is passed through.

7.14.1.24 Optimise

It reduces the time in order to change the article

7.14.1.25 Scan APL4

Select an item to label and the machine will start up. When a box is entered, the barcode is read. If the item code is defined the item will be selected and the PC will be notified that the box is being sent to the weighing belt, showing the data on screen. If the item is not defined or if the barcode could not be read, the screen will not be refreshed and the PLC will be notified that it should let the box go through without sending it to the weighing belt.

7.14.1.26 Scan APL5

When a scanner reads an EAN-128 code with the following structure:
(01)98435303700671(3102)001500(10)109000279SQE
it will activate the item that has the GTIN code read from the IA 01 in the EAN field of the item. The batch that is read from IA 10 onwards is taken as the batch number field. A <Change B> character is automatically inserted at the necessary point.

7.14.1.27 Datamax

Connection with Datamax labeller to print the totals label.

When the number of labels that have been programmed in the order has been reached, a fixed totals label is printed.

7.14.1.28 Scan APL6

When a scanner reads an EAN-128 code with the following structure:
(01)98435303700671(3102)001500(17)091220(10)109000
i.e., with the item code, weight with two or three decimals (3102 or 3103), expiry date and batch number, the weight field will be searched for in the barcode and it will be added to the programmed tare. When all weights have been added up as required, press ENTER to print the label and the tare will reset to zero in order to start the counter again.

7.14.1.29 Star

Place the STAR printer in PAGE MODE (SW1-1 = OFF). Select the item to be printed, and the customer code and the name appears on screen.
When a level 3 totals label is printed, a label is printed on the STAR printer with the customer's details.

7.14.1.30 RD – 4

Remote Indicator. Large repeater digits.

7.14.1.31 Scan tr 1

When registering an animal, it automatically picks up the batch without waiting to activate it.

7.14.1.32 Depart

Print the total labels, in the Department field, the multiplication between the department number and the number of plates.

7.14.2 Decimal Indicator [5 14 2]

In this parameter the decimal indicator is configured, in other words, how many decimal the remote indicator is configured with.

7.14.3 Print Level 1 [5 14 3]

This parameter configure the Total Level 1 Label Printing.
Pressing the key ➔ select:

- **YES** in order to print the label by the serial printer and the labeller.
- **NO** in order to print the labels only by the serial printer.

7.14.4 Serial Prn Mode [5 14 4]

This parameter selects the Printing Mode of the Serial Printer.

Pressing the key ➔ you can select:

Totals, By line, Line 2, BTN, Line 3.

7.14.5 Canal 2 (RS-422) [5 14 5]

Selecting this canal we access to the RS-422 connection.

Pressing the key ➔ you can select:

In this Canal 2 I spossible to select the following values:
Any, Scanner, Indicator VD, Indicator VD + Internal, Scanner, Traceability, Master, Axiohm 630 series printer, Remote Display RD-3, Scan Apl1, PC, F501, Scanner SICK, Batch Scan, AWTX, Matutano, Meat processor, PLC-TAG, Scan TR-LO, Panther, Dollar, RFID, Scan APL2, Scan APL3, Optimise, Scan APL4, Scan APL5, Datamax, Scan APL6, Star, RD-4, Scan Tr 1, Depart.
See the section 7.14.1.X. for more detail.

7.14.6 Canal 3 (RS-485) [5 14 6]

Selecting this canal we access to the RS-485 connection.
Any, Scanner, Indicator VD, Indicator VD + Internal, Scanner…
See the section 7.14.1.X. for more detail.

7.14.7 RFID [5 14 7]

Working Mode of the protocol RFID, in order to receive the information throught radio frecuency.
Pressing the key ➔ you can select:
Test, Reading, Write.

7.14.8 Scanner [5 14 6]

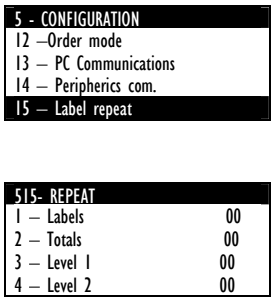
In this parameter the scanner is selected in Test Mode

7.15 LABELS REPETITION [5 15]

MENU
5
🡻
15
➔

🡻
OK

ESC



The LP-3000 allows to repeat article labels and total labels.
From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key 🡻 until reach Configuration 15, (it is also possible by pressing the key ➔ to pass to the second screen of the menu and pressing 🡻 until reach Configuration 15) Labels Repetition and pressing the key **OK**.
When this parameter is selected, the labeller shows a submenu to select the number of labels that will be printed automatically after printing an article label or a total label.
Press **ESC** to exit.

7.16 AUTOMATISM [5 16]

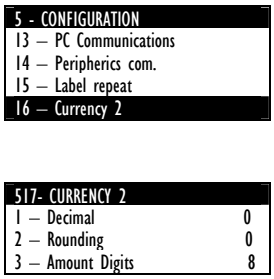
This parameter is not used in the LP-3000 labelling machine.

7.17 CURRENCY 2 [5 17]

MENU
5
🡻

OK

ESC



From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming, and the key 🡻 until reach Configuration 17, (it is also possible by pressing the key ➔ to pass to the second screen of the menu and pressing 🡻 until reach Configuration 17) Currency 2 and pressing the key **OK**.
It allows the configuration of the number of decimals and the rounding of the amount 2 and amount digits.
Press **ESC** to exit:

8 PC DATA [6]

Using one of the DIBAL scales' communication programs for working under commonly used operating systems (MS-DOS, MS-WINDOWS, UNIX,...), you can use the PC to do all the tasks related to set-up as well as obtain all the data concerning the transactions carried out by the scales for their subsequent computer processing.

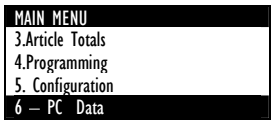
Back-up copies of the data of the labelling machine (backup) and the loading of the data (restore) can be made with the LBS program
The available programs are:

The following are the programs available:

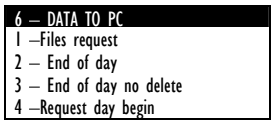
	UTILITY	SCALE TYPE	OPERATING SYSTEM
DIBALCOM	Communications Driver	All	Windows 9X, NT, XP
DIBAL RMS	Scale configuration Store management	All	Windows 9X, NT, XP, Me
DIBAL LBS	Security Back up Loading of data	All	Windows 9X, NT, XP

When operating, the DIBAL RMS program must always be accompanied by the application DIBALCOM, as the latter provides the computer with the necessary resources to enable the communications port (COM1 or COM2 or COMX) and set up communication with the scale.

MENU
6



From the initial screen, press the key **MENU**, the labeller will show the main menu, then select **6** PC Data.



The labeller will show the menu of sending and reception of data from/to PC.

↑ ↓

To pass from an option to another use the keys ↓ to go down and ↑ to go up.

OK

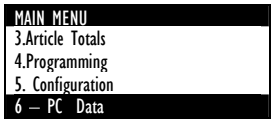
To select an option press **OK** when this option is highlighted.

8.1 FILES REQUEST [6 1]

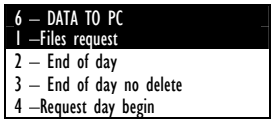
This operation allows you to send the all the from the computer to the scale by means of a suitable program like **DIBAL RMS**.

To do so:

MENU
6
1

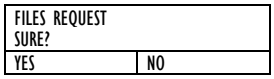


From the initial screen, Press **MENU** to enter in the main menu, press the key **6** to enter in the PC Data programming, the key **1** to enter in the Files Request.
The scale will show in the display the message FILES REQUEST, SURE?.



Δ YES

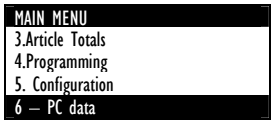
With the multifunction keys Δ it is possible to select between YES and NO.



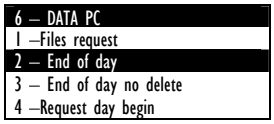
Once the operation has been done, press the key **ESC** to leave the programming.

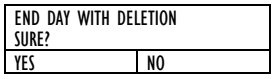
8.2 END OF DAY WITH DELETION [6 2]

MENU
6
2



Δ YES



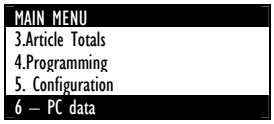


This operation allows you to forward the data stored in the scale to the computer for their subsequent processing by a suitable program like **DIBAL RMS**.
In addition, the totals accumulated in the different memories throughout the day will be cleared to zero.

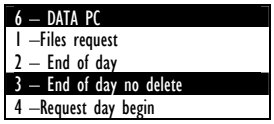
To do so:
From the initial screen, Press **MENU** to enter in the main menu, press the key **6** to enter in the PC Data programming, the key **2** to enter in the Send end of day with totals clearance.
With the multifunction keys Δ select YES.

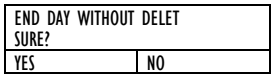
8.3 END OF DAY WITHOUT DELETION [6 3]

MENU
6
3



Δ YES

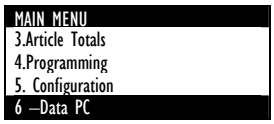




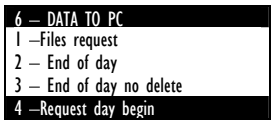
This operation allows you to forward the data stored in the scale to the computer for their subsequent processing by a suitable program like **DIBAL RMS.**
The totals accumulated will NOT be cleared to zero.

From the initial screen, Press **MENU** to enter in the main menu, press the key **6** to enter in the PC Data programming, the key **3** to enter in the Send end of day with totals clearance.
With the multifunction keys Δ select YES.

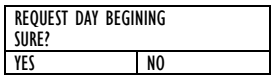
8.4 REQUEST FOR DAY BEGINNING [6 4]



MENU
6



4



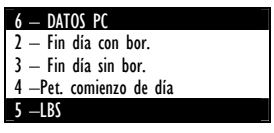
Δ YES

This operation allows you to send the data on receipt text, the registering of sales assistants, section and department names, etc. from the computer to the scale by means of a suitable program like **DIBAL RMS**.
From the initial screen, Press **MENU** to enter in the main menu, press the key **6** to enter in the PC Data programming, the key **4** to enter in the Send end of day with totals clearance.
With the multifunction keys Δ select YES.

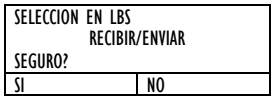
8.5 L.B.S. [6 5]

MENU
6

5



Δ



ESC

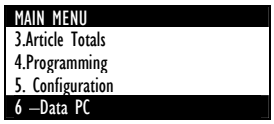
From the initial screen, Press **MENU** to enter in the main menu, press the key **6** to enter in the PC Data programming, the key **5** to enter in the LBS.

This option allows you to store all the machine's parameters and settings so that they can subsequently be processed in the PC and recovered by downloading the same.

With the multifunction keys Δ YES

Once the operation has been done, press the key **ESC** to leave the programming.

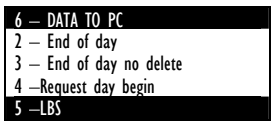
9 LOGOTYPES LOADING

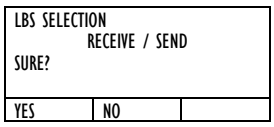


The LP3000 labellers allow logotypes to be printed on both the receipt and label.

The machines come with 10 fixed logotypes and another 10 logotypes which the customer can load with the aid of the RMS program.

9.1 PRINTING LOGOTYPES





Print a LOGO ON A LABEL:

Access field no. 44. In TL field (type of logo) you must choose the number of the logo type you wish to represent (from 1 to 10 for fixed ones, and 11 and 20 for the programmable ones).

If the type of logo is set at 0, none will be printed. (See paragraph 6.3 PROGRAMMING LABEL FORMATS).

Any logo can be rotated just as if it were any other normal field.

9.2 PROGRAMMABLE LOGOTYPES

The labeller affords the possibility to incorporate 10 logos from an image the user may have or develop. The following are the specifications to be met:

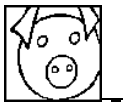
The maximum size of these images is 64K and black and white. The image may be square or rectangular.
The size in pixels must be, in both width and length, a multiple of 8, and, as a ratio, you are informed that 1 cm is approximately 80 pixels.
The format of the image must be of the BMP and monochrome bit map type.

Once you have the image, it can be sent to the scale using the RMS software.

9.3 FIXED LOGOTYPES

As already mentioned, there are 10 fixed logotypes:

LOGO-1 BUTCHER'S **LOGO-2 COLD MEAT COUNTER**



LOGO-3 POULTRY **LOGO-4 FISH COUNTER**

LOGO-5 FRUIT COUNTER **LOGO-6 FREE**

LOGO-7 GREEN POINT **LOGO-8 HEALTH REGISTER**

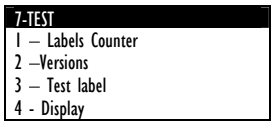
LOGO-9 GREEN POINT **LOGO-10 'E'**

e

10 TEST [7]

This operative allows to select the Test Mode in the labeller

MENU
7



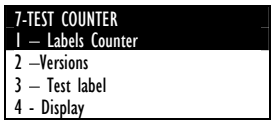
From the initial screen, Press **MENU** to enter in the main menu, press the key 7 to enter in Test Mode.

The parameters to be programmed are the following:

10.1 LABELS COUNTER [7 1]

This parameters allows to see the total and partial counters of the labels printed.

MENU
7
1



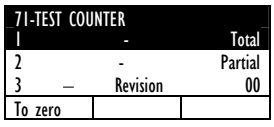
From the initial screen, Press **MENU** to enter in the main menu, press the key 7 to enter in Test Mode, then press 1 to select Labels Counter.

The partial counter can be set to zero pressing the multifunction key in the position Δ "TO ZERO".

To pass from one to another press the keys ↓ ↑ and to exit press the key **ESC**

10.1.1 Total Counter

↓

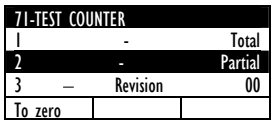


The labeller machine will display the label printed since it was last initiated.

Press ↓ to pass to the partial counter.

10.1.2 Partial Counter

Δ TO ZERO
↓



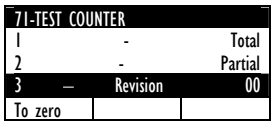
The labeller machine will display the label printed since the last time the partial counter was reset.

The partial counter can be set to zero pressing the multifunction key in the position Δ "TO ZERO".

Press ↓ to go on to total meter counter.

10.1.3 Revision

↓

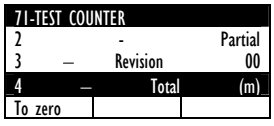


You can programme a message to be shown on screen to warn that labeller maintenance is required after a certain number of labels have been printed.

Press ↓ to go to the total counter in metres.

10.1.4 Total Metre Counter

↓

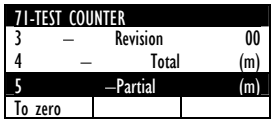


The labeller machine will display the metres of label printed since it was last initiated.

Press ↓ to go on to partial meter counter.

10.1.5 Partial Metre Counter

Δ TO ZERO
↓

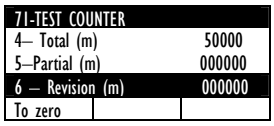


The labeller machine will display the metres of label printed since the last time the partial counter was reset.

The partial label metre counter can be reset by pressing the multifunction key on the partial counter Δ, marked TO ZERO.

Press ↓ to go on to the number of labels available.

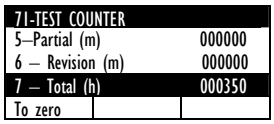
10.1.6 Revision (m)



You can programme a message to be shown on screen to warn that labeller maintenance is required after a certain number of meters of labels have been printed.

Press ⬇ to go to the total counter in hours.

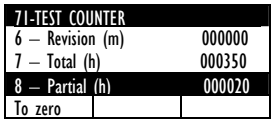
10.1.7 Total counter in hours



The labeller will show the number of hours that the labeller has been operating since the last time it was started up.

Press ⬇ to go to the partial counter in hours.

10.1.8 Partial counter in hours



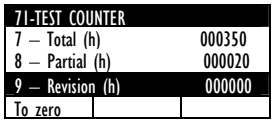
Δ TO ZERO

The labeller will show the number of hours that the labellers has been operating since the last time the partial counter was reset.

The partial label meter counter can be reset by pressing the multifunction key on the partial counter, Δ marked RESET TO ZERO.

Press ⬇ to go to the revision per number of hours.

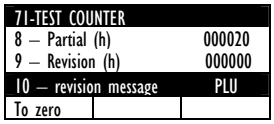
10.1.9 Revision (h)



You can programme a message to be shown on screen to warn that labeller maintenance is required after a certain number of meters of labels have been printed.

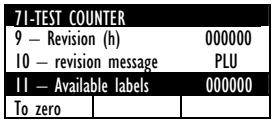
Press ⬇ to go to the number of available labels

10.1.10 Revision message



If one of the revisions has been selected, you can decide when you want the "Revision needed" message to appear, in three cases. When the device is "Switched on", when you select a "PLU", or you can deactivate the message with "NO".

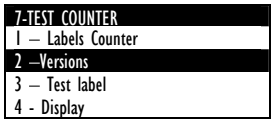
10.1.11 Available labels



This indicates the number of labels available in the labelling machine, providing the number of labels contained on the roll is inserted when the label roll is changed.

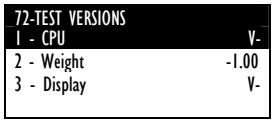
Press **ESC** to exit to initial Test mode.

10.2 VERSIONS [7 2]



MENU
7
2

This parameter allows to see the versions of the CPU´s of the labeller.
From the initial screen, Press **MENU** to enter in the main menu, press the key **7** to enter in Test Mode, then press **2** to select Versions.

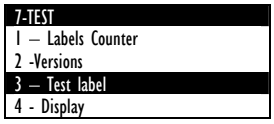


The software versions of the different CPU´s are shown:

- **1 –** CPU(Software Version)
- **2 –** Weight
- **3 –** Display
- **4 –** Compact Flash
- **5 –** CPU(

ESC

10.3 TEST LABEL [7 3]



MENU
7
3

This parameter allows to print a test label to verify the functioning of the labeller and verify the state of the thermal head.
From the initial screen, Press **MENU** to enter in the main menu, press the key **7** to enter in Test Mode, then press **3** to select Test Label, the labeller will print the test label. Pressing the key **OK** it is possible to print more test labels.

Press **↓** to pass to the next parameter or press **ESC** to exit.

10.4 DISPLAY [7 4]

MENU
7
4

From the main screen, press **MENU** to enter programming mode, key **7** to enter Test mode and then key **4** to access the Display parameter.

10.4.1 Switch-off

↓

The time (in minutes) before the labelling machine switches off after the last operation can be programmed.

Press **↓** to go on to programme contrast.

10.4.2 Display contrast

OK

This parameter is for programming display contrast. After entering the value, press **OK**

ESC

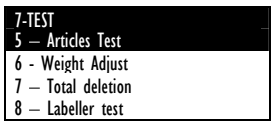
Press **ESC** to exit the initial Test situation.

10.4.3 Decimal Symbol

In this parameter the decimal symbol is programmed. Once selected "." o "," press **OK**

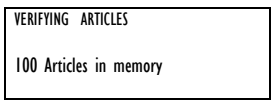
Press **ESC** in order to exit the inicial Test situationpara salir a la situación inicial de Test.

10.5 ARTICLES TEST [7 5]



MENU
7
5

This parameter allows to make a test of the articles programmed in the labeller.
From the initial screen, Press **MENU** to enter in the main menu, press the key **7** to enter in Test Mode, then press **5** to select Articles Test. The labeller will show a message: TESTING ARTICLES, XX ARTICLES IN MEMORY.

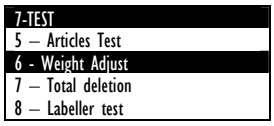


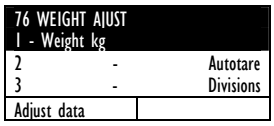
OK
↓
ESC

Press **OK**.
Press **↓** to pass to the next parameter or press **ESC** to exit.

10.6 WEIGHT ADJUST [7 6]

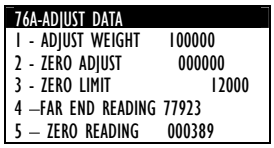
MENU
7
6





This parameter allows to see the weight adjust data and make a weight adjust.
From the initial screen, Press **MENU** to enter in the main menu, press the key **7** to enter in Test Mode, then press **6** to select Weight Adjust.
The scale will show the data of weight, autotare and internal divisions.

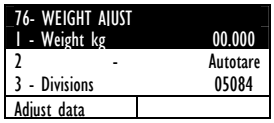
Δ ADJUST DATA


76A-ADJUST DATA
1 - ADJUST WEIGHT 100000
2 - ZERO ADJUST 000000
3 - ZERO LIMIT 12000
4 –FAR END READING 77923
5 – ZERO READING 000389

It is possible also to show the internal weight adjust data of the labeller by pressing the multifunction key **Δ** ADJUST DATA. To return to the screen of weight adjust, press **OK**.
The procedure for weight adjust is the following:

With the labeller in the position of Weight Adjust, press the adjust button placed on the weighing CPU.

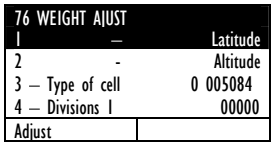
OK



The labeller will show the following messages, to pass from one to another press **OK** or **🡻** .

10.6.1 Latitude

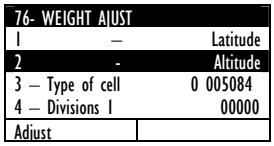
OK



It must be entered the latitude in degrees of the place where the labeller is installed. Press **OK**

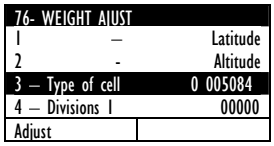
10.6.2 Altitude

OK



It must be entered the altitude in meters of the place where the labeller is installed. Press **OK**

10.6.3 Type of LoadCell



The type of load cell must be programmed as:

Value	Minimum Weight	Pass through Zero
0X	Yes	No
1X	No	No
2X	Yes	Yes
3X	No	Yes
4X	Yes	Under minimum weight
5X	No	Under minimum weight

X=0 Multi-interval
X=1 Multi-range

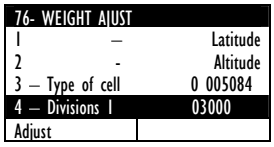
OK

Once the value has been entered press **OK**
I.e. Type of load cell= 20

Minimum weight = Yes (the labeller will not print under minimum weight
Pass through zero = Yes (once one label is printed, it is necessary to pass under zero for printing the next one).

If the user wants to make a calibration monorange, the value of the parameter Multirange or Multi-interval will have no effect, the user must select a value 0 in the Divisions2 and Step2 parameters.

10.6.4 Divisions 1

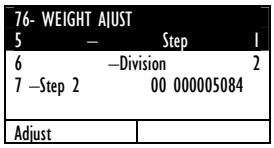


Divisions of the load cell corresponding to range 1, in case of monointerval these will be the only divisions programmed.

Once the value has been entered press **OK**

OK

10.6.5 Step 1



Step of the load cell corresponding to range 1, in case of monointerval this will be the only step programmed.

Select the value with the key **➔**

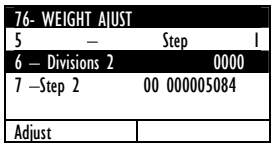
➔

Step	1	2	5	10	20	50	100	200	500

Once the value has been entered press **OK**

OK

10.6.6 Divisions 2



This parameter will only be programmed for multi-interval equipment.

Divisions of the load cell corresponding to range 2.

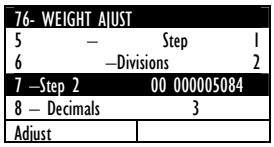
Once the value has been entered press **OK**

OK

10.6.7 Step 2

This parameter will only be programmed for multi-interval equipment.

Step of the load cell corresponding to range 2.



Select the value with the key **➔**

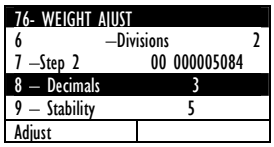
➔

Step	1	2	5	10	20	50	100	200	500

Once the value has been entered press **OK**

OK

10.6.8 Decimals

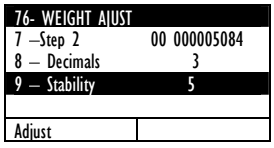


This parameter is for programming the number of decimals that will be shown on screen.

After entering the value, press **OK**.

OK

10.6.9 Stability



This parameter is for programming machine stability, using the following stability criterion: the lower the number that is entered, less critical is the machine's sensitivity. Therefore, with 0 the reading will be faster (almost without sensitivity) and with 9 there will be maximum sensitivity.

After entering the value, press **OK**.

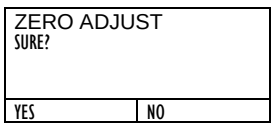
Press **ESC** to go to initial Test mode.

OK

ESC

10.6.10 Weight Calibration

Once all the values have been programmed, press the multifunction key **Δ** marked as ADJUST.



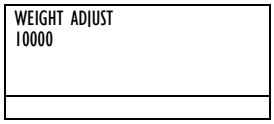
Δ ADJUST

The labeller will show a message ZERO ADJUST, remove all the weights placed on the platform. Press the multifunction **Δ** key marked as YES, the display will show during several seconds a blinking message ZERO ADJUST.

Δ YES

Once the zero adjust has been done, the labeller will show a default value for weight according to the range selected.

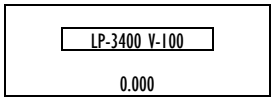
This value can be modified using the numeric keyboard.



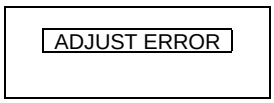
Place calibrated weights on the weighing platform, with exactly the same weight shown in the display and wait several seconds for having this weight stable.

The labeller will show a message WEIGHT ADJUST, remove all the weights placed on the platform. Press the key **OK** to start the weight adjust , the display will show during several seconds a blinking message WEIGHT ADJUST.

OK



Once the weight adjust has been performed, the scale will return to the initial test situation.

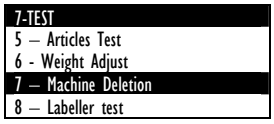


In an error occurs during the adjust, the labeller will show a message ADJUST ERROR. To remove this error, press again the adjust button and restart the weight adjust procedure.

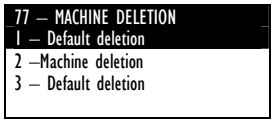
ESC

Press ↓ to pass to the next parameter or press **ESC** to exit.

10.7 MACHINE DELETION [7 7]



MENU
7
7



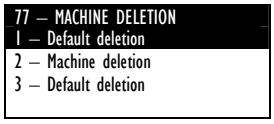
This parameter allows to make an initialisation (total deletion) of the labeller or a setting of the data to the default values.

From the initial screen, Press **MENU** to enter in the main menu, press the key **7** to enter in Test Mode, then press **7** to select Initialisation.

There are two possibilities:

10.7.1 Default Deletion

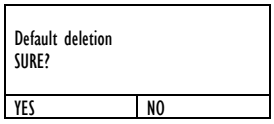
MENU
7
7
1



The programmable data of the labeller will be set to their default values.

From the initial screen, Press **MENU** to enter in the main menu, press the key **7** to enter in Test Mode, then press **7** to select Initialisation, select 1 Default Data.

Δ YES

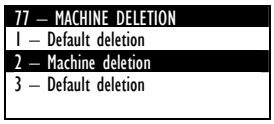


By pressing the multifunction key YES, the programmable data of the scale will be set to the default values. The scale will show a blinking message DEFAULT VALUES.

Press ↓ to pass to the next parameter or press **ESC** to exit.

10.7.2 Machine Deletion

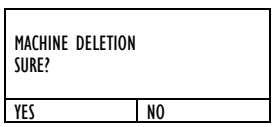
MENU
7
7
2



All the programmable dataon the labeller will be deleted.

From the initial screen, Press **MENU** to enter in the main menu, press the key **7** to enter in Test Mode, then press **7** to select Initialisation, select 2 Total Deletion.

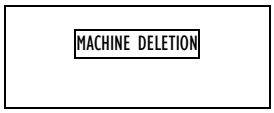
The scale will show a message TOTAL DELETION, SURE?.



Δ YES

By pressing the multifunction key YES, the programmable data of the scale will be set to the default values. The scale will show a blinking message TOTAL DELETION.

ESC



Press ↓ to pass to the next parameter or press **ESC** to exit.

! After a total deletion it is necessary to create again all the PLU´s, label formats, headers, etc...

10.7.3 Selective Erase

In this parameters is possible to program the configuration data to their default values.

MENU

From the main screen press **MENU** in order to enter into the programation, the key **7** in order to enter into the Test Mode and press **7** in order to acces to the Machine Deletion. Select Selective Erase pressing **3**. The parameters to program are the following:

7

7

3

77 – MACHINE DELETION
1 – Default deletion
2 – Machine deletion
3 – Default deletion

1. Articles
2. Ingredients
3. Label Format
4. Recipes
5. Clients
6. Products
7. Windows Fonts
8. Quarterings
9. Orders

In order to move from one parameter of the menu to another press the key **OK** or using the keys ↓ ↑. Select the parameter you want to delete and press → in order to switch between YES or NO.

For example select Products, Then press delete with the soft key and the labeler shows a message MACHINE DELETION ¿SURE?.

Press the softkey Δ Yes to labeler total deltion. In the display will show the MACHINE DELETION and during some seconds all the labelers data will be deleted.

Press the softkey Δ NO para to exit the Machine Deletion

Press **ESC** to exit from the Test menu.

10.8 MACHINE TEST [7 8]

This paragraph allows to make a test of the labeller functioning.

7-TEST
5 – Articles Test
6 – Weight Adjust
7 –Total deletion
8 - Labeller test

From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.

MENU
7
8

The parameters to be programmed are:

10.8.1 Keyboard Test

It is possible to make a keyboard test.

78- LABELLER TEST
1 – Keyboard test
2 – Test EEPROM
3 – Test RAM
4 – Test Compact F

From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **1** Keyboard Test.
When a key is pressed, its function is shown in the display.
Press **ESC** to finish the keyboard.
Press **ESC** to exit Test.

MENU
7
8
1
ESC
ESC

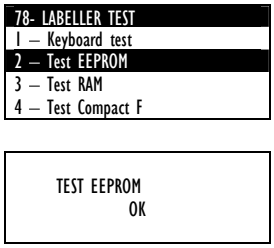
KEYBOARD TEST

The LABELLER will show the message, KEYBOARD TEST, and when pressing each one of the keys, it will show the incation on the display.

10.8.2 EEPROM Test

MENU
7
8
2

ESC

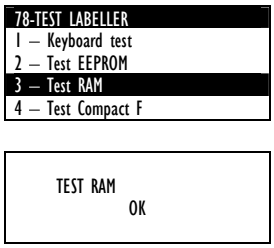


It is possible to make a functional test of the EEPROM Memory.
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **2** EEPROM Test..
The labeller will show a message OK if the test is OK or error if there is a problem.
Press **ESC** to exit Test.

10.8.3 RAM Test

MENU
7
8
3

ESC

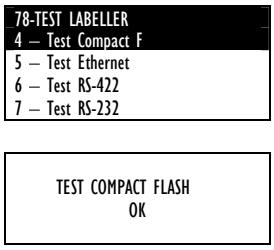


It is possible to make a functional test of the RAM Memoy.
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **3** RAM Test.
The labeller will show a message OK if the test is OK or error if there is a problem.
Press **ESC** to exit Test.

10.8.4 COMPACT FLASH Test

MENU
7
8
4

ESC

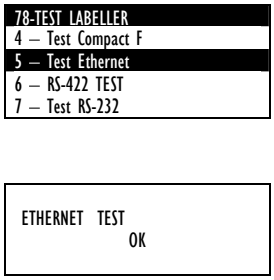


It is possible to make a functional test of the COMPACT FLASH.
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **4** COMPACT FLASH Test.
The labeller will show a message OK if the test is OK or ERROR if there is a problem.
Press **ESC** to exit Test.

10.8.5 ETHERNET Test

MENU
7
8
5

ESC

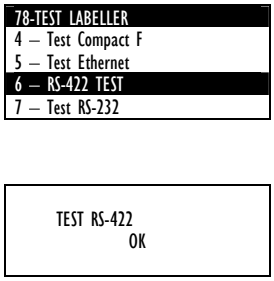


It is possible to make a test of the Ethernet Communications Channel.
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **5** ETHERNET Test..
It is necessary to make a junction between the pins of the Ethernet connector. (*See Sect. 14.12 Connectors*)
Once the test is finished the labeller will show a message OK or ERROR.
Press **ESC** to exit Test.

10.8.6 RS-422 Test

MENU
7
8
6

ESC

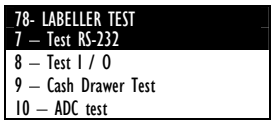


It is possible to make a test of the RS-422 Communications Channel.
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **6** RS-422 Test..
It is necessary to make a junction between the pins of the RS-422 connector. (*See Sect. 14.12 Connectors*)
Once the test is finished the labeller will show a message OK or ERROR.
Press **ESC** to exit Test.

10.8.7 RS-232 Test

It is possible to make a test of the RS-232 Communications Channel.

MENU
7
8
7



From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **7** RS-232 Test..
It is necessary to make a junction between the pins of the RS-232 connector. (*See Sect. 14.12 Connectors*)
Once the test is finished the labeller will show a message OK or ERROR.

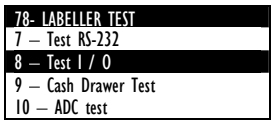
ESC

Press **ESC** to exit Test.

10.8.8 Inputs/Outputs Test

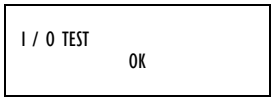
The labeller LP-3000 allows to make a functional test of the inputs outputs.

MENU
7
8
8



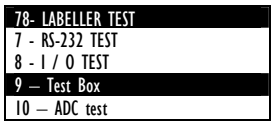
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **8** RS-232 Test.
It is necessary to make a junction between the pins of the I/O connector. (*See Sect. 14.12 Connectors*)
Once the test is finished the labeller will show a message OK or ERROR.

ESC



Press **ESC** to exit Test.

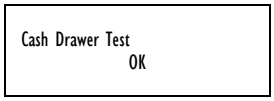
10.8.9 Cash Drawer Test



The labeller allows to make a test of the 24V output.

MENU
7
8
9
ESC

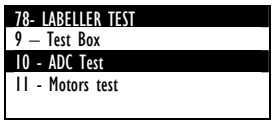
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **7** Test RS-232
It is necessary a special connector (*See Sect. 14.12 Connectors*)
Press **ESC** to exit Test.



10.8.10 ADC Test

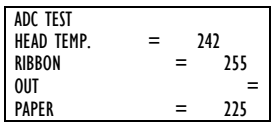
The LP-3000 allows to make a test of the printing elements.

MENU
7
8
↓
10



From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Press **↓** until reach 10 ADC Test, and press **OK**
It will be shown the data of:

- Thermal head Temperature.
- Ribbon Detection.
- Detection of exit label
- Detection of paper (label or back paper)



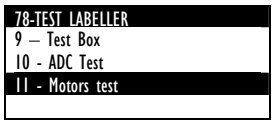
ESC

Press **ESC** to exit. Test

10.8.11 Motors Test

From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Press ↓ until reach 11 Motors test, press **OK**.

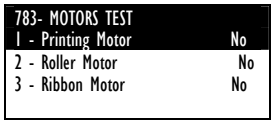
MENU
7
8
↓
11



It is possible to test the motors of :

- Printing,
- Paper roller
- Ribbon.

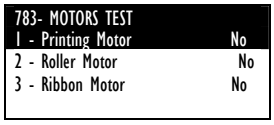
Use the keys ↓ ↑ to highlight the motor and press → to switch between YES and NO (YES= Motor ON, NO= Motor OFF):



10.8.11.1 Motor Printer

From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Press ↓ until reach 11 Motors test, press **OK**.

MENU
7
8
11
↓ ↑
→

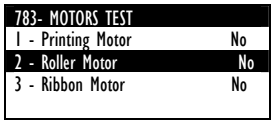


Use the keys ↓ ↑ to highlight 1 Motor Printer and press → to switch between YES and NO (YES= Motor ON, NO= Motor OFF).

10.8.11.2 Motor Roller

From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Press ↓ until reach 11 Motors test, press **OK**.

MENU
7
8
11
↓ ↑
→

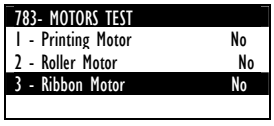


Use the keys ↓ ↑ to highlight 2 Motor Roller and press → to switch between YES and NO (YES= Motor ON, NO= Motor OFF).

10.8.11.3 Motor Ribbon

From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Press ↓ until reach 11 Motors test, press **OK**.

MENU
7
8
11
↓ ↑
→



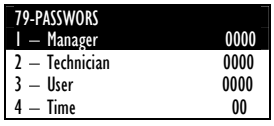
Use the keys ↓ ↑ to highlight 3 Motor Ribbon and press → to switch between YES and NO (YES= Motor ON, NO= Motor OFF).

10.9 PASSWORDS [7 9]

From the home screen, press **MENU** to enter programming mode, then **7** to enter Test mode. Press **9** to select Passwords.
Use ↓ ↑ to select the parameter for assigning a 4-digit password using the number keys:

1. **Manager:** This password will give access to all menus on the machine, except for the Settings (5) and Test (7) menus.
2. **Technician:** This password will give access to all menus on the machine.
3. **User:** This password only gives access to items with their PLUS or direct-access keys, and to label printing.
4. **Time:** Time in seconds that the machine will re-request the password.
5. **Cancel softkeys:** With this password is removed the access to the menus using the direct soft keys.

↓ ↑



Press **ESC** to leave the Test menu.

ESC

11 CUSTOMERS TOTALS [8]

This parameter allows to select the client which totals will be shown in the display or printed.

12 CUSTOMERS SELECTION[9]

This parameter allows to select the client used to work in client mode, so all the articles labelled will be accumulated to this client.

13 PRINT QUARTERINGS [10]

From the main menu, select parameter 10 and press **OK** to go to printing of cuts.
The cut code can be entered directly or using the list of cuts by pressing Δ. Use either method to go to a menu in which the following can be selected:

1. Quantity (number of times the channel will be printed).
2. Mode (Unit or Group form of printing).

In the Unit mode, each channel piece is printed one by one, and the operation is repeated as many times as indicated in the quantity parameter.
In the Group mode, each channel piece is printed as many times as indicated in the quantity parameter before the next piece is printed. Printing ends when the last cut piece has been printed.

After selecting quantity and printing mode, start printing by pressing **Soft key 1** Δ (PRINT).
Enter the product (animal) code associated with the cut. Press **OK**. Printing will then commence automatically.

14 ANNEX

14.1 CHANGE OF PAPER ROLL IN THE LABELLER

1. Open the side and front covers of the labelling machine.

2. Remove the wire fastener from the return roll holder.

3. Pull down the roll-adjustment lever.

4. Lift up the head-opening lever.

5. Insert the paper through the slot marked LABEL. Remove the first few labels to work more comfortably

6. Secure the paper in the return roll holder with the wire fastener and close the roll lever

7. If narrower label rolls are used, close the lever and push to adjust it.

8. Roll the paper on by hand until the first label is situated in the unsticking plate.

9. Adjust the roll width regulators

10. Finally, close the head-opening lever and the machine will be ready for operation

14.2 CHANGING THE RIBBON (TRANSFER MODELS)

1. Open the head-opening lever. Place the tube that comes with the Ribbon on the roll holder.

2. Open the roll and insert it in the slot marked RIBBON. Place the roll on the ribbon support.

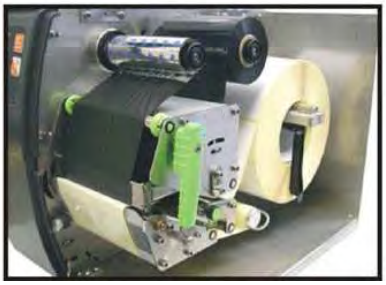
3. Place the start of the roll alongside the tub and stick it on with its adhesive strip.

4. Press the start of the Ribbon onto the tube so that it is well attached.

5. If there is no adhesive strip at the start of the ribbon, use a Pritt stick or similar product to stick it on.

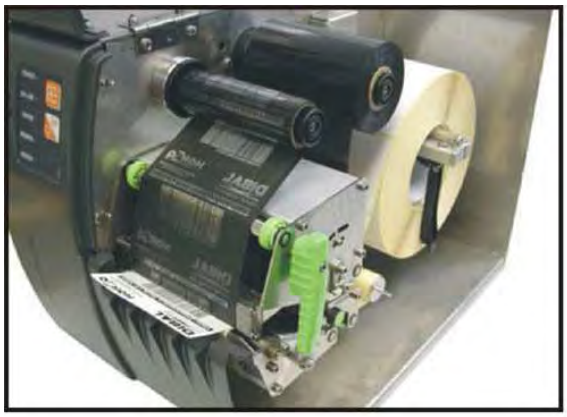
6. Press the start of the Ribbon onto the tube so that it is well attached.

7. Turn the holder by hand until the working zone is on the head.

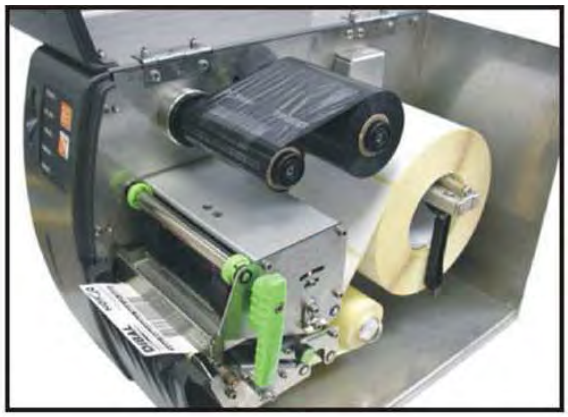


8. Finally, close the head-opening lever and the machine will be ready for operation

14.3 WORKING WITH OR WITHOUT THE RIBBON



1. Position of Ribbon when in use



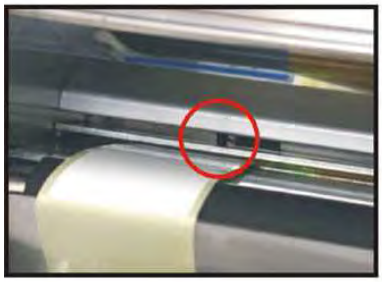
2. Position of Ribbon when in direct thermal mode

14.4 ADJUSTMENT OF LABEL EYE

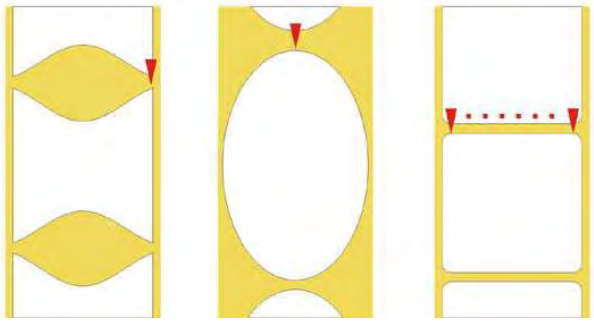
1. Open the head-opening lever.

2. Find the eye in the printing zone.

3. Turn the adjustment wheel to read the end of the label.

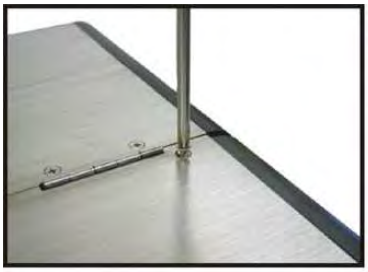


4. When the eye has been positioned to read the end of the label, proceed to close the head-opening lever.

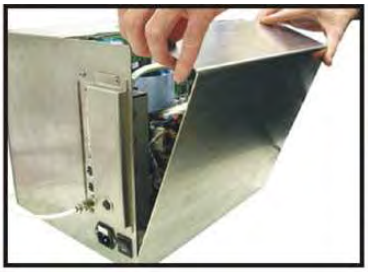


EYE POSITION EXAMPLES

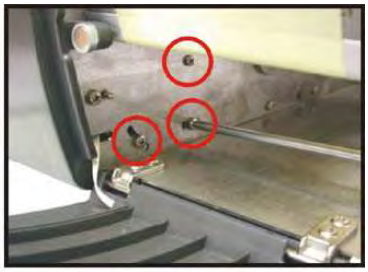
14.5 CHANGING THE TRACTOR WHEEL



1. Remove the three countersunk screws from the top left cover.

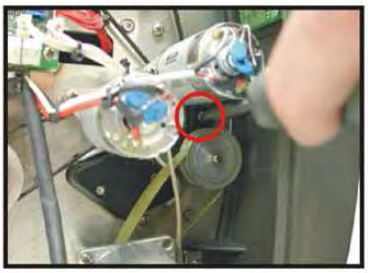


2. Remove the cover by pulling towards the back of the machine in order to unhitch the bottom tabs.

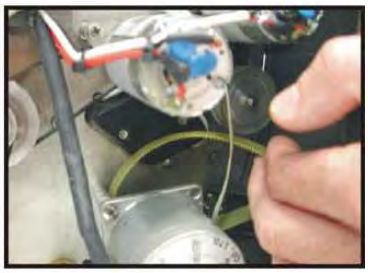


3. Slightly unscrew the three screws on the labelling side in order loosen the motor.

4. Turn the motor slightly anti-clockwise in order to loosen the belt.



5. Remove the screw that is situated above the wheel pulley.



6. Remove the belt from the wheel pulley.

7. Slightly unscrew the wheel screw on the labelling side.

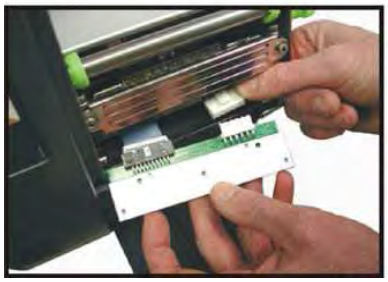
8. Remove the tractor wheel from the electronic side.
Put the new one in position and follow the above steps in reverse order.

14.6 CHANGING THE HEAD

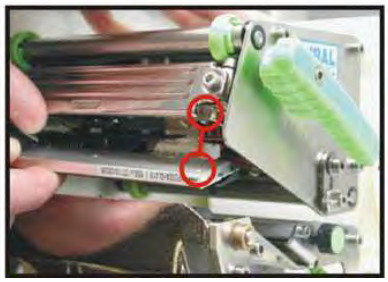
1. Prepare the new head to be used.

2. Unscrew the screw that secures the head.

3. Open the head-opening lever at the same time as removing the head.



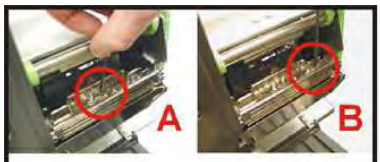
4. Remove the two connectors from the head and change the head.



5. Connect the new head and position it again, fitting the cylindrical projection into the hole in the head.

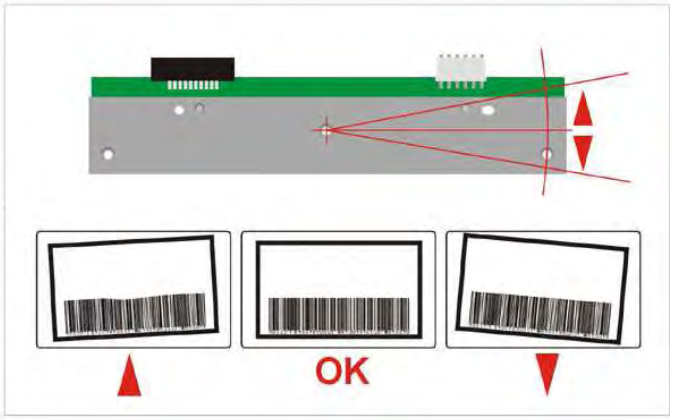
6. Finally, close the opening plate and screw the head in place.

14.7 HEAD ADJUSTMENT

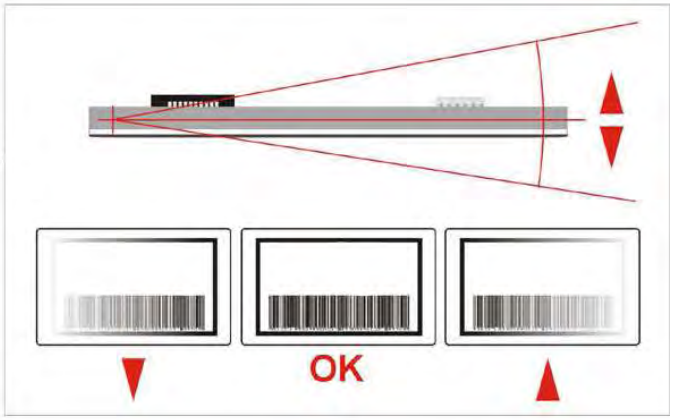


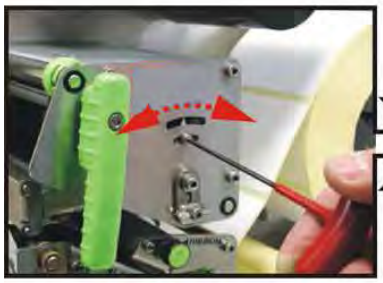
1. Unscrew the principal screw (A) from the head and then the aligner screw (B).

2. Move the head aligner to the correct operating position

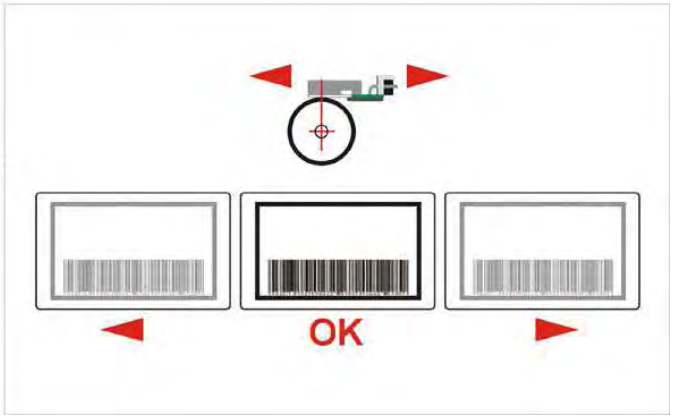


1. Unscrew the screw and turn the butterfly until even printing is achieved right across the label.



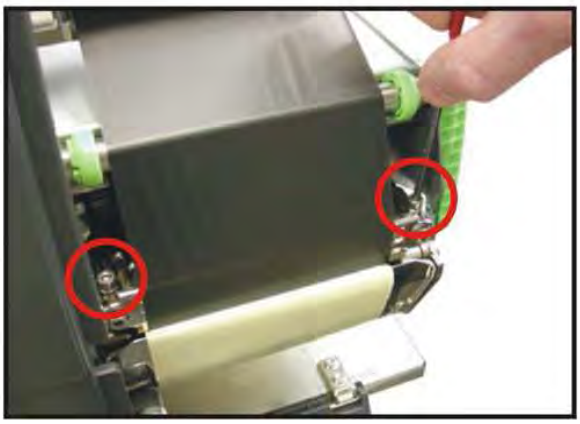


1. Unscrew the screw and move along the runner until correct tangency is achieved between the print head and the tractor wheel.

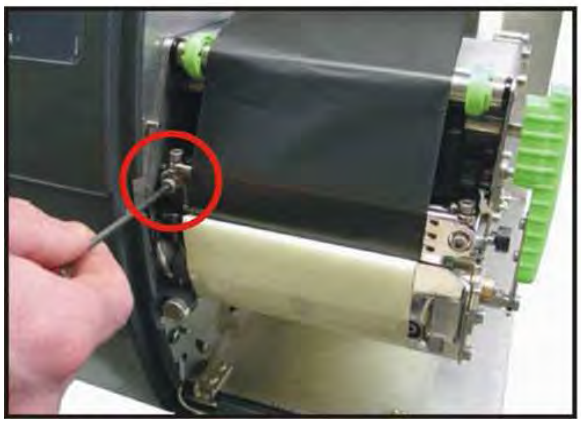


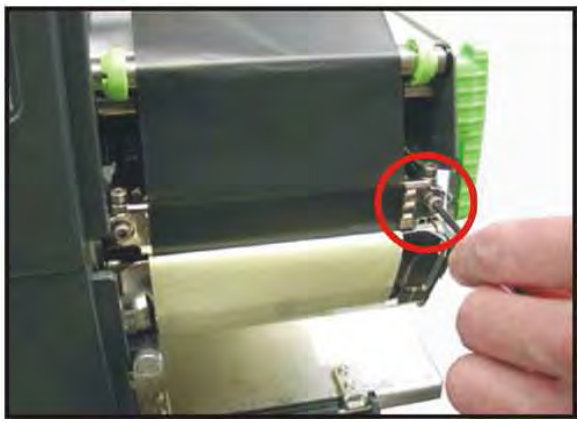
14.8 RIBBON ADJUSTMENT (IN THE EVENT OF PRINTING DEFECTS)

1. In the event of a wrinkle effect in the printing of the label due to poor ribbon positioning, the ribbon must be adjusted.



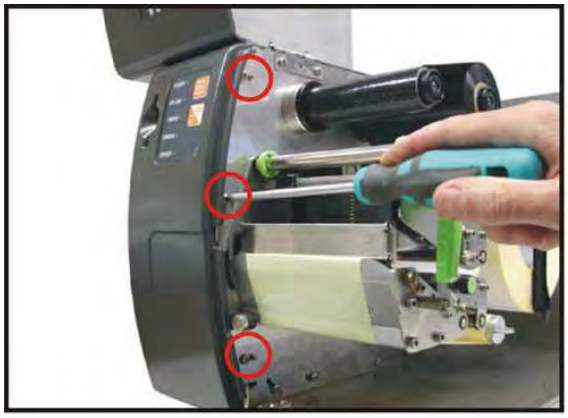
2. Open the side cover and slightly unscrew the two adjustment screws.



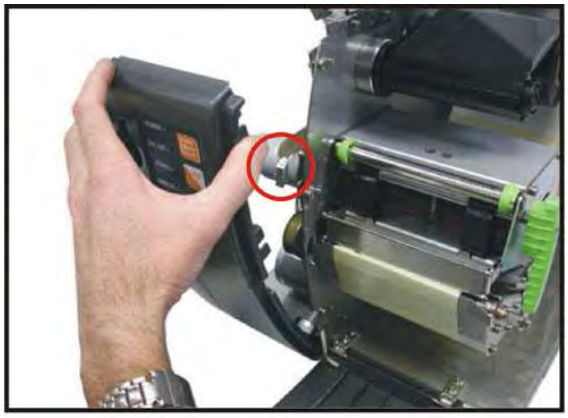


3. Tighten or loosen the left and right screws in order to tense or untense the ribbon, until ribbon tension is even.

14.9 OPENING OF ELECTRONIC CASE

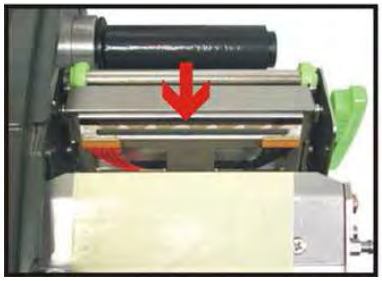


1. Open the side cover and slightly unscrew the three screws that hold the case in position.



2. Pull the case towards you to remove it, releasing the flat keypad cable.

14.10 CLEANING



1. Clean the black band of the head with a cotton-wool bud or similar implement soaked in alcohol.

2. Clean the tractor roller with a cotton-wool bud or similar implement soaked in alcohol.

3. Clean the eye on the front of the labelling machine case with a cotton-wool bud or similar implement soaked in alcohol

14.11 DISPLAY MODE

Labelling machine LP-3000 offers an option for display mode operation. To do this, go to the start screen and press the quick access key that is above the PLU 6 key.

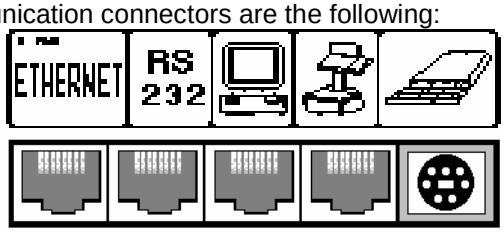
To return to the start screen, press any key except the tare key. The tare key has the same function as in the normal weight display mode.

14.12 CONNECTORS

The connectors of the labeller are the following:

14.12.1 Communications

The communication connectors are the following:

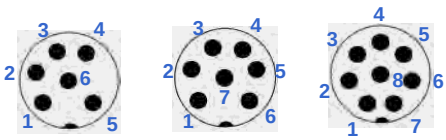


ETHERNET	Connector marked as ETHERNET ETHERNET Communication
RS 232	Connector marked as: RS-232 Telecharge Connection to Peripherals
	Connector marked as: PC Connection Peripherals RS-422 Masters Network
	Connector marked as: Scale Connection Peripherals that do not require a response (RS-485)
	Connector marked as: Cash Drawer

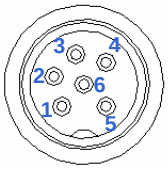
14.12.2 Inputs/Outputs and Console

The labeller has two connectors of Inputs/Outputs and a connector for the console.

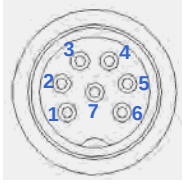
Inputs **Outputs** **Console**



INPUTS	
Pin	**Signal**
1	GND
2	IN 2 -
3	IN 2 +
4	IN 1 -
5	IN 1 +
6	NO CONECT

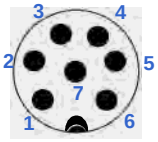


OUTPUTS	
Pin	**Signal**
1	COMMON OUT 2
2	N. OPEN OUT 2
3	N. CLOUSE OUT 2
4	N. OPEN OUT 1
5	N. CLOUSE OUT 1
6	COMMON OUT 1
7	NO CONECT



14.12.3 Load Cell (LP3000 models with weighing)

Pin	Signal
1	IN +
2	SENSE +
3	OUT +
4	OUT -
5	SENSE -
6	IN -
Shield	connector



14.13 TROUBLESHOOTING

***DIBAL* LP-3000** labelling machines carry out a test to check for anomalies when switched on.
The error messages the labelling machine emits on coming across a problem will tell you its cause.

Below is a list of the more frequent problems and error messages as well as how to tackle the said problems.

14.13.1 Problems with weight (models with weighing)

The following problem error messages may arise with regard to weighing:

ZERO ERROR
- Ensure the weighing dish is free.
- Ensure no object is in contact with the dish.

NEGATIVE WEIGHT
- Restart the machine, while ensuring the weighing platform is empty.

THE LP-3000 BLOCKS
- Switch the labelling machine with the platform off and then on again.

THE LP-3000 DOES NOT WEIGH CORRECTLY
- Check the dish, and turn the labelling machine off and on again.
- Make sure the platform is not in contact with anything.

THERE IS NO WEIGHT ON THE DISH AND YET THE WEIGHT VALUE IS NOT ZERO
- Press the reset key
- Make sure the platform is not in contact with anything.

14.13.2 Communication errors

The main problems and error messages referring to communication are as follows:

COMMUNICATIONS ERROR
- Check the communication cables are properly connected.

THE LP-3000 DOES NOT COMMUNICATE WITH the ORDENADOR
- Check the connections in the LP-3000 and the junction boxes.
- Check the set-up and MASTER address
- Check the type of communication(Serial or Ethernet)
- Check the communications parameters
- Check the Ethernet settings.

14.13.3 Problems with items

The following error messages and problems can arise in relation to the programming and use of PLU's:

THE ITEM DOES NOT DISPLAY
- The direct key pressed was not programmed with any particular P.L.U.

THE AMOUNT IN EURO DOES NOT DISPLAY
- Check the current stage of the Euro.

14.13.4 Printing problems

The following problems and error messages may arise in relation to the printing of receipts and self-adhesive labels:

THE QUALITY OF THE PRINTING IS NOT UP TO STANDARD
- Adjust the parameters for contrast in the printer.
- Wipe the thermal head with a dry cloth.

THE LABEL IS NOT PRINTED
- Register the sales assistants.
- Check that the selected item is registered.
- Check that the labelling machine is correctly set-up.
- Check that the thermal side of the paper is in contact with the head and not the other way around.
- Check that the thermal head is in contact with the paper.
- Check that the ribbon is properly placed.

THE LABEL IS NOT PRINTED IN THE REQUIRED FORMAT
- Check the label format and size
- Check the overall format of the label

THE EURO FIELD IS EITHER INCORRECT OR FAILS TO APPEAR
- Check the current stage of the EURO.

PAPER ERROR
- Change the paper reel.
- Modify the position of the Optocoupler.

14.14 ADVICE FOR MAINTENANCE & CARE OF THE LP-3000

Following this advice will help keep your labelling machine in perfect condition and ensure maximum performance and durability.

1. Never place weights in excess of that of the maximum range on the platform.

2. Ensure any product weighing in excess of one sixth of that of the scale maximum setting is placed gently on the weighing platform.

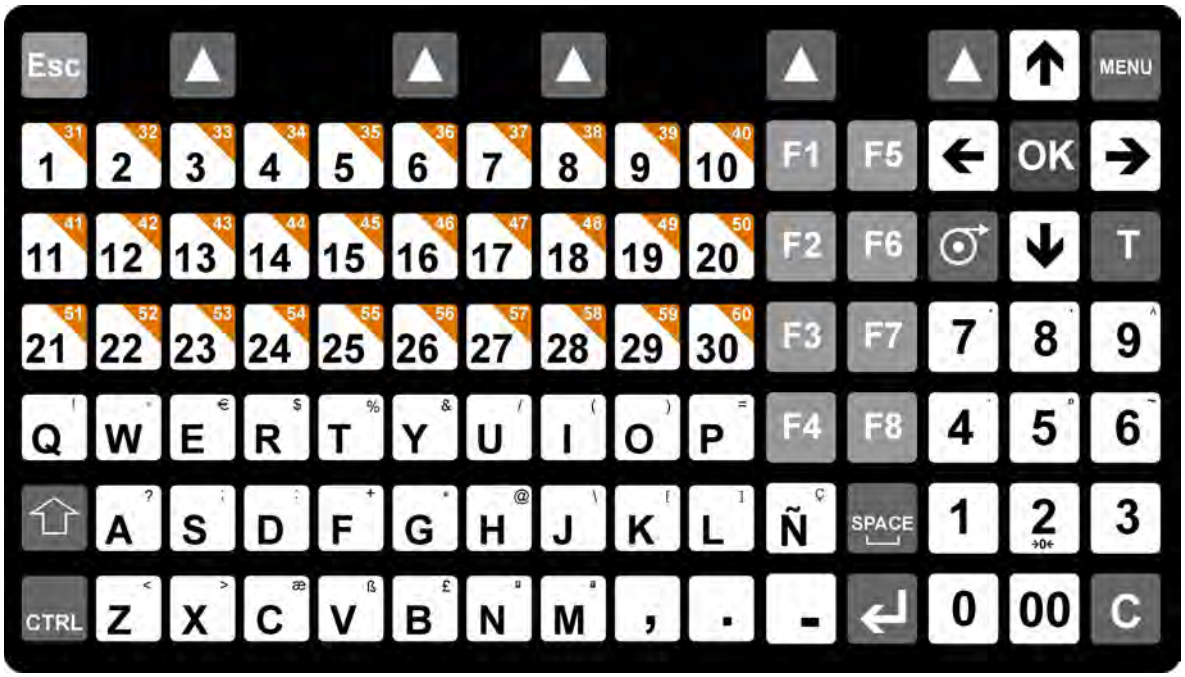
3. Do not subject the platform to lateral stress.

4. Always keep the keyboard and platform clean. **Never use water** to clean the LP-3000's different parts. Use a dry cloth (or an adequate cleaning agent).

5. Do not handle the labelling machine's printer while the former is switched on.

6. Do not use sharp metal objects to clean the thermal head. Cotton soaked in surgical spirit is recommended.

14.15 KEYBOARD DESCRIPTION



14.16 STANDARD INGREDIENTS CODES

A

0000 ACETIC ACID
0001 ACID CALCIUM PHOSPHATE
0002 ACID SODIUM
0003 ACIDIFIER
0004 ACIDIFIERS
0005 ACIDIFIERS:
0006 ACIDITY REGULATOR
0007 ACIDS
0008 ACIDULANTS
0009 ADDITIVES
0010 ADDITIVES:
0011 AGLUTINANT
0012 AGLUTINANTS:
0013 ALBUMIN
0014 ALCOHOL
0015 ALKALINIZER
0016 ALKALINIZERS
0017 ALKALINZERS:
0018 ALMONDS
0019 AMMONIA BICARBONATE
0020 AMMONIUM CARBONATE
0021 ANCHOVIES
0022 ANIMAL FAT
0023 ANIMAL FATS
0024 ANIMAL FATS:
0025 ANIMAL PROTEIN
0026 ANISEED
0027 ANISEED SPIRITS
0028 ANTIAGLUTINANTS
0029 ANTIAGLUTINANTS:
0030 ANTIAGLUTINENT
0031 ANTICOAGULANT
0032 ANTICOAGULANTS
0033 ANTICOAGULANTS:
0034 ANTIOXIDANT
0035 ANTIOXIDANTS:
0036 APPLE
0037 APPLE EXTRACT
0038 APPLES
0039 APRICOTS
0040 AROMAS
0041 AROMATIC AGENTS
0042 AROMATIC AGENTS:
0043 ARTICHOKES
0044 ARTIFICIAL
0045 ARTIFICIAL AROMA
0046 ARTIFICIAL AROMAS
0047 ARTIFICIAL AROMAS:
0048 ARTIFICIAL SWEETENER
0049 ARTIFICIAL SWEETENERS
0050 ARTIFICIAL SWEETENERS:
0051 ARTIFICIALS
0052 ASCORBIC ACID
0053 ASPARAGUS
0054 ASPARAGUS STEMS
0055 AUBERGINES

B

0200 BACON
0201 BANANA
0202 BANANAS
0203 BARLEY
0204 BARLEY GERM
0205 BATTER
0206 BAY LEAF
0207 BEANS
0208 BEANS:
0209 BECHAMEL SAUCE
0210 BEEF
0211 BEEF DRIPPING
0212 BEEF & ONION SEASONING
0213 BEEF / LAMB`S FAT
0214 BEER
0215 BEETROOT
0216 BELLY
0217 BICARBONATE
0218 BISCUIT
0219 BISCUITS
0220 BLACK PEPPER
0221 BLACK PUDDING
0222 BLACKBERRIES
0223 BLACKBERRY EXTRACT
0224 BLOOD
0225 BOILED EGG
0226 BRAN
0227 BRANDY
0228 BRAZIL NUTS
0229 BREAD
0230 BREADCRUMBS
0231 BROAD BEANS
0232 BROWN BREAD
0233 BROWN SUGAR
0234 BUTTER
0235 BEST BEFORE

C

0300 CABBAGE
0301 CAFFEINE
0302 CAKE
0303 CALCIUM
0304 CALCIUM CARBONATE
0305 CAMOMILE TEA
0306 CANE SUGAR
0307 CAPSANTHIN
0308 CARAMEL
0309 CARBONATES
0310 CARBONIC WATER
0311 CAROB BEANS
0312 CARROT
0313 CARROT JUICE
0314 CARROTS
0315 CASEIN
0316 CASEINATES
0317 CAULIFLOWER
0318 CELERY
0319 CELLULOSE
0320 CEREAL
0321 CEREALS
0322 CHEDDAR CHEESE
0323 CHEESE
0324 CHERRIES
0325 CHERRY
0326 CHESTNUTS
0327 CHICK PEAS
0328 CHICKEN
0329 CHICKEN BREAST
0330 CHICKEN LIVER
0331 CHILLI BEANS
0332 CHILLI POWDER
0333 CHILLIES
0334 CHIVES
0335 CHLORIDE
0336 CHOCOLATE
0337 CHOCOLATE GLACE
0338 CHOCOLATE SUBSTITUTE
0339 CIDER
0340 CINNAMON
0341 CITRIC ACID
0342 COCHINEAL
0343 COCKLE
0344 COCOA
0345 COCONUT
0346 COFFEE
0347 COGNAC
0348 COLOMBIA
0349 COLOUR
0350 COLOURANTS
0351 COMPOSITION
0352 CONCENTRATE
0353 CONDIMENTS
0354 CONFITURE
0355 CONSERVANTS
0356 CONSERVATOR
0357 CONSERVATORS
0358 CONSERVATORS:
0359 CONTAINS
0360 CORIANDER
0361 CORN
0362 CORN GERM
0363 CORN OIL
0364 CORNFLOUR
0365 CORNSTARCH
0366 COTTAGE CHEESE
0367 COURGETTE
0368 COW`S MILK
0369 CRAB
0370 CREAM
0371 CREAM CHEESE
0372 CRUMB
0373 CUCUMBER
0374 CUMIN
0375 CURCUMIN
0376 CURED CHEESE
0377 CURRANTS
0378 CUSTARD

D

0500 DAMSONS
0501 DATES
0502 DEHYDRATED EGG
0503 DEXTROSE
0504 DILL
0505 DOUGH
0506 DRIED GLUCOSE SYRUP
0507 DRIED PEPPER
0508 DRIED PRUNES
0509 DRIED SKIMMED MILK
0510 DRIED SMOKED SALMON
0511 DRIED SOY SAUCE
0512 DRIED TOMATO
0513 DUCK
0514 DUCK`S BREAST
0515 DUCK`S LIVER

E

0600 EDIBLE FATS
0601 EELS
0602 EGG
0603 EGG WHITE
0604 EGG YOLK
0605 EGG YOLKS
0606 EGGS
0607 EMULGENTS
0608 EMULGENTS:
0609 EMULSIFIER (E-466)
0610 ENHANCED AROMA
0611 ENHANCED AROMAS
0612 ENHANCED AROMAS:
0613 ENZYMES BRINE
0614 ENZYMES:
0615 ESSENCE
0616 E-100
0617 E-101
0618 E-102
0619 E-104
0620 E-110
0621 E-120
0622 E-122
0623 E-123
0624 E-124
0625 E-127
0626 E-131
0627 E-132
0628 E-140
0629 E-141
0630 E-142
0631 E-150
0632 E-151
0633 E-153
0634 E-160(a)
0635 E-160(b)
0636 E-160(d)
0637 E-160(e)
0638 E-160(f)
0639 E-161
0640 E-161(a)
0641 E-161(b)
0642 E-161(c)
0643 E-161(d)
0644 E-161(e)
0645 E-161(f)
0646 E-161(g)
0647 E-162
0648 E-163
0649 E-170
0650 E-171
0651 E-172
0652 E-173
0653 E-174
0654 E-175
0655 E-200
0656 E-201
0657 E-202
0658 E-203
0659 E-210
0660 E-211
0661 E-212
0662 E-213
0663 E-214
0664 E-215
0665 E-216
0666 E-217
0667 E-218
0668 E-219
0669 E-220
0670 E-221
0671 E-222
0672 E-223
0673 E-224
0674 E-226
0675 E-249
0676 E-250
0677 E-251
0678 E-252
0679 E-260
0680 E-261
0681 E-262
0682 E-263
0683 E-270
0684 E-280
0685 E-281
0686 E-282
0687 E-283
0688 E-290
0689 E-300
0690 E-301
0691 E-302
0692 E-303
0693 E-304
0694 E-306
0695 E-307
0696 E-308
0697 E-309
0698 E-310
0699 E-311
0700 E-312
0701 E-320
0702 E-321
0703 E-322
0704 E-325
0705 E-326
0706 E-327
0707 E-330
0708 E-331
0709 E-332
0710 E-333
0711 E-334
0712 E-335
0713 E-336
0714 E-337
0715 E-338
0716 E-339
0717 E-339(i)
0718 E-340
0719 E-340(i)
0720 E-341
0721 E-400
0722 E-401
0723 E-402
0724 E-403
0725 E-404
0726 E-405
0727 E-406
0728 E-407
0729 E-410
0730 E-412
0731 E-413
0732 E-414
0733 E-415
0734 E-420
0735 E-421
0736 E-422
0737 E-440
0738 E-450
0739 E-450(a)
0740 E-450(i)
0741 E-460
0742 E-461
0743 E-463
0744 E-464
0745 E-465
0746 E-466
0747 E-470
0748 E-471
0749 E-472
0750 E-473
0751 E-474
0752 E-475
0753 E-477
0754 E-481
0755 E-482
0756 E-483

F

0900 FAT
0901 FATS
0902 FIBRE
0903 FIG
0904 FIGS
0905 FISH
0906 FISH ESSENCE
0907 FISH EXTRACT
0908 FISH FUMET
0909 FLAKY PASTRY
0910 FLAVOUR ENHANCER
0911 FLAVOURING
0912 FLOUR
0913 FRESH ONION
0914 FRUCTOSE
0915 FRUIT
0916 FRUIT EXTRACT
0917 FRUIT NECTAR
0918 FRUITS

G

1000 GALACTOSE
1001 GARLIC
1002 GARLIC EXTRACT
1003 GASIFIER
1004 GASIFIERS
1005 GASIFIERS:
1006 GELATINE
1007 GELIFIER
1008 GELIFIERS
1009 GELIFIERS:
1010 GHERKINS
1011 GINGER
1012 GLACEED
1013 GLUCOSE
1014 GLUCOSE SYRUP

1015 GLYCERINE
1016 GLYCERINES
1017 GOAT`S CHEESE
1018 GOAT`S MILK
1019 GOOSE
1020 GOOSE LIVER
1021 GRAPE JUICE
1022 GRAPEFRUIT
1023 GRAPEFRUIT JUICE
1024 GRAPES
1025 GREEN BEANS
1026 GREEN CHILLI PEPPERS
1027 GREEN PEPPERS
1028 GRENADINE
1029 GROUPER
1030 GUAR GUM

H

1100 HAKE
1101HAM
1102HARD BOILED EGG
1103HARDENER
1104 HARDENERS
1105 HARDENERS:
1106 HAZELNUTS
1107 HERBS
1108 HERBS:
1109 HERRING
1110 HONEY
1111 HUMECTANT
1112 HUMECTANTS
1113 HYDROGENATED VEGETABLE OIL
1114 HYDROLIZED
1115 HYDROLYSED VEGETABLE PROTEIN
1116 HYDROL. PROTEINS
1117 H-3243
1118 H-3246
1119 H-3247
1120 H-3250
1121 H-4381
1122 H-4382
1123 H-4383
1124 H-4384
1125 H-4385
1126 H-4386
1127 H-4387
1128 H-4388
1129 H-4389
1130 H-4390
1131 H-4391
1132 H-4392
1133 H-4393
1134 H-4394
1135 H-4395
1136 H-4421
1137 H-4422
1138 H-4423
1139 H-4424
1140 H-4425
1141 H-4435
1142 H-4436
1143 H-4437
1144 H-4438
1145 H-4439
1146 H-4440
1147 H-4511
1148 H-4512
1149 H-4521
1150 H-5514
1151 H-5801
1152 H-5804
1153 H-5805
1154 H-5810
1155 H-5812
1156 H-5813
1157 H-5814
1158 H-5816
1159 H-5817
1160 H-6880
1161 H-6881
1162 H-6882
1163 H-6884
1164 H-6886
1165 H-6887
1166 H-7034
1167 H-7093
1168 H-7103
1169 H-7120
1170 H-7170
1171 H-7171
1172 H-7172
1173 H-7173
1174 H-7174
1175 H-7175
1176 H-7176
1177 H-7177
1178 H-7194
1179 H-7198
1180 H-7199
1181 H-7217
1182 H-7218
1183 H-8001
1184 H-8002
1185 H-8006
1186 H-8016
1187 H-8020
1188 H-8030
1189 H-8036
1190 H-8050
1191 H-8051
1192 H-8052
1193 H-8053
1194 H-8058
1195 H-8066
1196 H-8080
1197 H-8085
1198 H-8086
1199 H-8110
1200 H-8131
1201 H-8140
1202 H-8162
1203 H-8186
1204 H-9845
1205 H-10056
1206 H-10062
1207 H-10068
1208 H-11061
1209 H-11091
1210 H-11106
1211 H-11134
1212 H-11135
1213 H-11181
1214 H-11182
1215 H-11185

I

1300 INGREDIENTS
1301INGREDIENTS:
1302 INTRIFICANTS
1303 IRON

J

1400 JELLIED FRUIT
1401 JELLY
1402 JUICES

K

1500 KIDNEY BEANS
1501 KIPPER
1502 KIPPERS
1503 KIWI
1504 KEEP REFRIGERATED
1505 KILO

L

1600 LACTEOUS
1601 LACTOFLAVINE
1602 LAMB
1603 LAMB`/ PORK`S FAT
1604 LEAN
1605 LEAN BEEF
1606 LEAN PORK
1607 LECITHIN
1608 LEEK
1609 LEEKS
1610 LEMON
1611 LEMON EXTRACT
1612 LEMON JUICE
1613 LEMONS
1614 LENTILS
1615 LETTUCE
1616 LIGHT SAUCE
1617 LIME
1618 LINSEED
1619 LIQUEUR
1620 LIQUID CARAMEL
1621 LIQUORICE
1622 LIVER

M

1800 MACARONI
1801 MACKEREL
1802 MAGNESIUM
1803 MALT
1804 MALT GERM
1805 MALT VINEGAR
1806 MALTODEXTRIN
1807 MANDARIN
1808 MANDARINS
1809 MANGANESE
1810 MARGARINE
1811 MARZIPAN
1812 MAYONNAISE
1813 MEAT
1814 MEAT EXTRACT
1815 MELTED CHEESE
1816 MERINGUE
1817 MILK
1818 MILK PRODUCTS
1819 MINERAL
1820 MINERAL WATER
1821 MINERALS
1822 MINT
1823 MODIFIED STARCH
1824 MODIFIER
1825 MOD. ORGANOLEPTIC
1826 MOLASSES
1827 MONOSODIUM GLUTAMATE
1828 MOZZARELLA CHEESE
1829 MUSHROOMS
1830 MUSSELS
1831 MUSTARD
1832 MUSTARD SEEDS

N

2000 NATURAL AROMA
2001 NATURAL AROMAS
2002 NATURAL AROMAS:
2003 NATURAL JUICES
2004 NATURAL SKINS
2005 NATURAL SPICES
2006 NATURAL SWEETENER
2007 NATURAL SWEETENERS
2008 NATURAL SWEETENERS:
2009 NECTAR
2010 NEUTRALISER
2011 NEUTRALISERS
2012 NEUTRALISERS:
2013 NITRIFICANTS:
2014 NOODLES

O

2100 OATGERM
2101 OATS
2102 OIL
2103 OLIVE OIL
2104 OLIVES
2105 ONION
2106 ORANGE
2107 ORANGE BRANDY
2108 ORANGE EXTRACT
2109 ORANGE JUICE
2110 ORANGES
2111 OREGANO
2112 ORGANOLEPTIC MODIFIER
2113 OX TONGUE
2114 OXYGENATED WATER
2115 OYSTERINE
2116 OYSTERS

P

2200 PAPRIKA
2201 PARMESAN CHEESE
2202 PARMESAN CHEESE POWDER
2203 PARSLEY
2204 PARTRIDGE
2205 PARTRIDGES
2206 PASTA
2207 PEACH
2208 PEACH BRANDY
2209 PEACH JUICE
2210 PEACHES
2211 PEANUT BUTTER
2212 PEANUTS
2213 PEAR
2214 PEAR JUICE
2215 PEARS
2216 PEAS
2217 PEPPER
2218 PEPPERS
2219 PH REGULATOR
2220 PHEASANT
2221 PHOSPHATE
2222 PHOSPHATES
2223 PHOSPHOROUS
2224 PIG`S LIVER
2225 PIG`S TROTTERS
2226 PIGEON
2227 PINE KERNAL NUTS
2228 PINEAPPLE
2229 PINEAPPLE JUICE
2230 PISTACHIOS
2231 POLYPHOSPHATES
2232 PORK
2233 PORK FAT
2234 PORK RIBS
2235 PORT WINE
2236 POTASSIUM
2237 POTASSIUM NITRATE
2238 POTASSIUM SORBATE
2239 POTATO
2240 POTATOES
2241 POWDERED SKIMMED MILK
2242 POWDERED SKIMMED YOGHURT
2243 POWDERED WHOLE EGG
2244 POWDERED YOGGHURT
2245 PRAWN EXTRACT
2246 PRAWNS
2247 PRESERVATIVE
2248 PRESERVATIVES
2249 PRESERVATIVES:
2250 PROTEINS
2251 PUMPKIN
2252 PUREE
2253 PACKED DATE
2254 PRICE

R

2500 RABBIT
2501 RAISING AGENT
2502 RAISINS
2503 RASPBERRIES
2504 RED KIDNEY BEANS
2505 RED PEPPER
2506 RED WINE
2507 REGULATOR
2508 REGULATORS
2509 REGULATORS:
2510 RICE
2511 RIOJA WINE
2512 ROAST HAM
2513 ROLLED OATS
2514 ROQUEFORT CHEESE
2515 ROSE WINE
2516 RUM
2517 RUNNER BEANS
2518 RUSK
2519 RYE
2520 RYE GERM

S

2600 SACCHARINE
2601 SAFFRON
2602 SALAMI
2603 SALMON
2604 SALT
2605 SALTS
2606 SARDINE
2607 SARDINES
2608 SAUCE
2609 SAUSAGE
2610 SAUSAGES
2611 SCAMPI
2612 SEA SALT
2613 SEED
2614 SEEDS
2615 SEMOLINA
2616 SESAME
2617 SESAME SEEDS
2618 SHERRY
2619 SKIMMED YOGHURT
2620 SMOKED BACON
2621 SMOKED CHEESE
2622 SMOKED EEL
2623 SMOKED HAM
2624 SMOKED MACKEREL
2625 SMOKED SALMON
2626 SMOKED TROUT
2627 SODA
2628 SODIUM BENZOATE
2629 SODIUM BICARBONATE
2630 SODIUM CHLORIDE
2631 SODIUM L-ASCORBATE
2632 SODIUM NITRATE
2633 SODIUM NITRITE
2634 SODIUM PHOSPHATES
2635 SODIUM & POTASSIUM PHOSPHATES
2636 SOLE
2637 SORBITOL
2638 SOY
2639 SOY SAUCE
2640 SOYA PROTEIN
2641 SPICE EXTRACT
2642 SPICES
2643 SPICES:
2644 SPINACH
2645 SPIRIT VINEGAR
2646 SPRING ONIONS
2647 SQUID
2648 STABILISERS
2649 STABILISERS:
2650 STABILIZING
2651 STABILIZING AGENTS
2652 STABILIZING AGENTS:
2653 STARCH
2654 STILTON CHEESE
2655 STRAWBERRIES
2656 SUBSTANCES
2657 SUBSTITUTE
2658 SUBSTITUTES
2659 SUGAR
2660 SUGARS
2661 SULPHATES

2662 SUNFLOWER

2663 SUNFLOWER GERM

2664 SUNFLOWER SEED NUTS

2665 SUNFLOWER SEED OIL

2666 SUNFLOWER SEED STARCH

2667 SWEET PAPRIKA

2668 SWEETENER

2669 SWEETENERS

2670 SWEETENERS:

2671 SYNERGIC

2672 SYNERGICS

2673 SYRUP

2674 SUITABLE FOR FREEZING

2675 STORE AT 0 TO 18 ³C

T

2800 TEA

2801 THICKENER

2802 THICKENERS:

2803 THYME

2804 TOMATO

2805 TOMATO POWDER

2806 TOMATO PUREE

2807 TOMATO SAUCE

2808 TOMATO SOUP

2809 TOMATOES

2810 TRIPE

2811 TRIPHOSPHATES

2812 TROUT

2813 TRUFFLE

2814 TRUFFLES

2815 TUNA FISH

2816 TURKEY

2817 TURMERIC

2818 TURNIP

2819 TURNIPS

U

3000 USE BY

V

3100 VANILLA

3101 VEAL

3102 VEGETABLE BOUILLON

3103 VEGETABLE EXTRACT

3104 VEGETABLE FAT

3105 VEGETABLE FIBRE

3106 VEGETABLE OIL

3107 VEGETABLE PROTEINS

3108 VEGETABLE SOUP

3109 VEGETABLES

3110 VEGETABLES:

3111 VENISON

3112 VERMOUTH

3113 VINEGAR

3114 VITAMINS

3200 WALNUT

3201 WALNUTS

3202 WATER

3203 WATERCRESS

3204 WHEAT

W

3205 WHEAT GERM

3206 WHEAT STARCH

3207 WHEATFLOUR

3208 WHEATGERM OIL

3209 WHISKY

3210 WHITE PEPPER

3211 WHITE SUGAR

3212 WHITE WINE

3213 WHITENER

3214 WHITENERS

3215 WHITENERS:

3216 WHOLEMEAL FLOUR

3217 WINE

3218 WINE VINEGAR

3219 WINES

3220 WEIGHT

3221 WEIGHT KG

X

3300 XANTHAN GUM

Y

3400 YEAST

3401 YEAST EXTRACT

3402 YOGHURT

3403 YOLK

3404 YOLKS

3405 YORK HAM

3800 0 - 5 ³C

3801 %